

WOODBURY UNIVERSITY

2020-2021 Academic Worksheet GAME ART & DESIGN Design Emphasis

GENERAL
EDUCATION

Core Competencies

Breadth

Principles

Name _____

ID# _____ Matriculated _____

Minimum Unit Requirement 125

Major	67
General Education	49
Unrestricted Electives	9

Preparatory Requirements

MATH 100 Pre-Statistics	3	_____
WRIT 114 Academic Writing Workshop	0	_____

1st YEAR

Fall

WU

TRANSFER

COMM 120	Public Speaking	3	_____	_____
GAME 101	Game Design Fundamentals	3	_____	_____
GAME 107	Game Design Practices	2	_____	_____
GAME 109	Game Art Practices	2	_____	_____
WRIT 113	First-Year Academic Writing	3	_____	_____
_____	Unrestricted Elective	3	_____	_____

Spring

GAME 106	Game Code Fundamentals	3	_____	_____
GAME 112	Game Design Documentation	3	_____	_____
GAME 114	Game Engine Fundamentals	3	_____	_____
GDES 107	Digital Practice	3	_____	_____
LSCI 105	Information Theory and Practice	1	_____	_____
WRIT 313	Advanced Academic Writing	3	_____	_____

2nd YEAR

Fall

WU

TRANSFER

FOUN 101 or GAME 105	Beginning Drawing or 3D Art Fundamentals	3	_____	_____
GAME 200	Portfolio Review	0	_____	_____
GAME 201	Narrative Design Fundamentals	3	_____	_____
GAME 203	Sound Design Fundamentals	3	_____	_____
GAME 221	Game Prototyping	3	_____	_____
INDS 1	Interdisciplinary Core Course	3	_____	_____

Spring

FILM 200	Screenwriting	3	_____	_____
GAME 211	Game Level Design	3	_____	_____
GAME 222	Game Player Analysis	3	_____	_____
GAME 224	History of Games: 20 th Century	3	_____	_____
GAME 240	Networked Game Development	3	_____	_____
MATH 2	Mathematics Course	3	_____	_____

3rd YEAR

Fall

WU

TRANSFER

GAME 321	User Interface Design	3	_____	_____
GAME 323	Story Development for Interactive Media	3	_____	_____
_____	Ethics Course	3	_____	_____
_____	Social Science Course	3	_____	_____
3	General Education Elective	3	_____	_____

Spring

ENVT 220	Environmental Studies	3	_____	_____
GAME 322	Advanced Sound Design	3	_____	_____
GAME 332	Experimental Technology for Game	3	_____	_____
INDS 3	Interdisciplinary Studies Course	3	_____	_____
_____	Art/Film/Design History	3	_____	_____
_____	Career Experience	0	_____	_____

4th YEAR

Fall

WU

TRANSFER

GAME 431	Degree Project R & D	3	_____	_____
_____	Art/Film/Design History	3	_____	_____
_____	Natural Science Course w lab	3	_____	_____
_____	Humanities Course	3	_____	_____
_____	Social Science Course	3	_____	_____

Spring

GAME 432	Degree Project: Production	3	_____	_____
GAME 434	Professional Practices	3	_____	_____
_____	Art/Film/Design History	3	_____	_____
_____	Unrestricted Elective	3	_____	_____
_____	Unrestricted Elective	3	_____	_____