



# BACHELOR of FINE ARTS in GAME ART

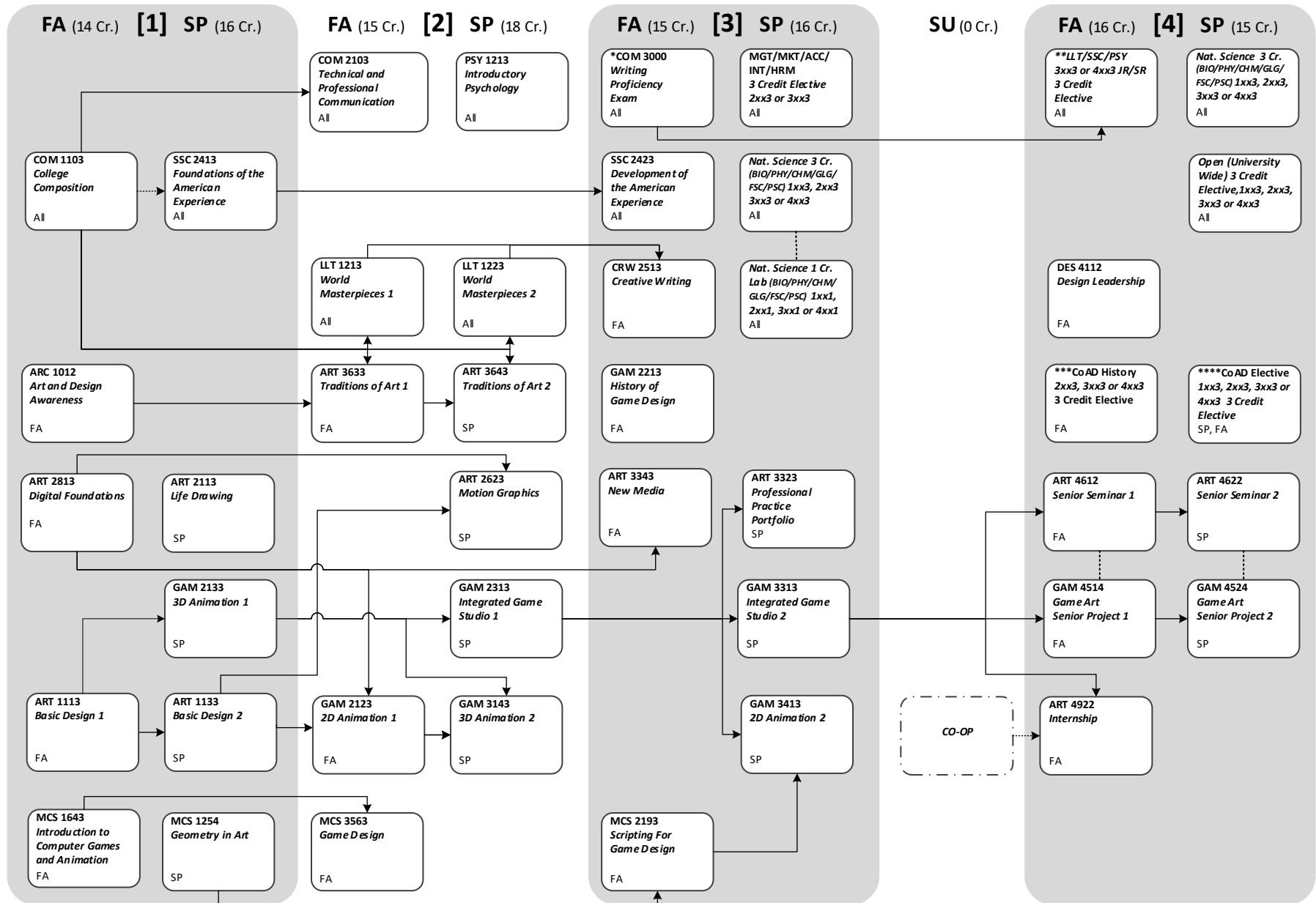
Progression Flowchart 2018-19 Catalog of Entry 125 Credits

NAME \_\_\_\_\_

STUDENT # \_\_\_\_\_ DATE \_\_\_\_\_

LAWRENCE TECHNOLOGICAL UNIVERSITY

College of Architecture and Design



**KEY**  
 Pre-requisite →  
 Co-requisite or Pre-requisite - - - - -  
 Co-requisite ·······  
**Semesters Courses are Offered:**  
 FA=Fall; SP=Spring; SU=Summer; and  
 ALL=Fall, Spring and Summer

\*Students are eligible to take **COM 3000** once they have completed and/or have transfer credit for 3 of the following courses:  
 LLT 1213 World Masterpieces I  
 LLT 1223 World Masterpieces II  
 SSC 2413 Foundations of the American Experience  
 SSC 2423 Development of the American Experience

**\*\*Humanities Junior/Senior Elective Requirements**  
 1] Subject: Social Science (SSC), Language and Literature (LLT) -or- Psychology (PSY)  
 2] Level: 3000 (junior) -or- 4000 (senior)  
 3] 3 credits

**\*\*\*CoAD History Electives**  
 ARC 3613 Hist. of the Designed Envir. 1  
 ARI 4113 History of Interiors  
 ART 3063 History of Interaction Design  
 ART 3563 History of Graphic Design  
 IDD 3723 Industrial Design History

**\*\*\*\*College of Architecture & Design (CoAD) electives requirements** can be fulfilled with courses from the following subjects:  
**ARC:** Architecture; **ARI:** Interior Architecture; **ART:** Art and Design; **ATD:** Transportation Design; **GAM:** Game Art; **IDD:** Industrial Design; and **URB:** Urban Design