**PROGRESSION FLOWCHART: BACHELOR OF FINE ARTS in GAME ART**

**FRESHMAN YEAR**
- 15 Credits
  - ARCO12 Art/Design Awareness
  - ART2113 Electronic Methods I
  - PSY1213 Introductory Psychology
  - CRW2513 Creative Writing
  - LLT1213 World Masterpieces 1

**SOPHOMORE YEAR**
- 18 Credits
  - ART2113 Life Drawing
  - GAM2**3** Life Drawing
  - ART2113 Game Genre Development
  - ART2113 2D Animation
  - ART2113 3D Animation 1

**JUNIOR YEAR**
- 15 Credits
  - GAM2**3** Integrated Game Studio 1
  - GAM2**3** Game Genre Development
  - GAM3**3** 3D Animation 2
  - GAM3**3** Integrated Game Studio 2

**SENIOR YEAR**
- 15 Credits
  - GAM4514 Game Art: Senior Project 1
  - GAM4524 Game Art: Senior Project 2
  - ART4512 Senior Seminar 1
  - ART4522 Senior Seminar 2

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2D Rule – Students are not allowed to have more than one D in their CoAD major and one D in classes outside of the college in order to meet graduation requirements.

Revised: June 2012