Game art is an integrated discipline that involves the process of designing art, content, and rules for traditional and interactive multisensory games.

Art integration, strong narrative and storytelling, and collaborations between artists and programmers distinguish Lawrence Technological University’s Bachelor of Fine Arts in Game Art, resulting in a well-rounded education that is prized by industry leaders.

“Lawrence Tech’s BFA in Game Art offers you a challenging and comprehensive curriculum, as well as the opportunity to develop your leadership, teamwork, and communication skills, which all employers require. In addition to exceptional exposure in the classroom and access to high-tech equipment in state-of-the-art studios, you’ll benefit from small class sizes and one-on-one attention from faculty members.”

– Peter Beaugard, assistant professor, College of Architecture and Design
Program Overview
Over the past 10 years, the interactive entertainment and gaming industry has grown exponentially. This growth is expected to continue, especially as technology evolves and a new generation of game designers and artists emerges.

Lawrence Tech’s program was designed in collaboration with professionals from the game design, software development, and game arts industries. It provides you the opportunity to develop the understanding and expertise needed for an exciting career in professional game design and development.

Why Game Art at Lawrence Tech?
Your courses are taught in tandem with Lawrence Tech’s Bachelor of Science in Computer Science game development concentration, which advances your skills in game art, game design, and game mechanics through a series of studio-based classes emphasizing visual, written, and oral communication.

In keeping with the University’s motto of theory and practice, you will apply your knowledge and problem-solving skills to support game art innovation and business scenarios. As part of your studies, you will lead teams in developing game concepts integrating art assets, game mechanics, character design, scripting and programming, design documentation, game narrative, and interface design.

Career Options
• Game designer
• Game artist
• Interaction designer
• Character designer
• Mobile game designer/developer
• Level designer

• Modeler/texturer
• Concept artist
• Art director
• Online game designer/developer
• Web designer/developer

Curriculum
Your 125-credit-hour program consists of:
Game art core 78
Humanities 23
(with emphasis on leadership)
Math and science 15
Electives 9
Total 125

For more information, visit www.ltu.edu/architecture_and_design, email design@ltu.edu, or contact Lawrence Tech’s Office of Admissions at 800.225.5588 or admissions@ltu.edu.