Game Art

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 the well-rounded education prized by industry leaders.

Over the past 10 years, the interactive entertainment and gaming industry has exploded. This growth is expected to continue, especially as technology evolves and a new generation of game designers and artists emerge. Because the discipline is relatively new, however, the number of academic programs available to students is limited, and courses typically focus on the traditional process of programming.

Why Game Art at Lawrence Tech?

Designed in collaboration with professionals from the game design, software development, and game art industries, the BFA in Game Art provides you the opportunity to develop the understanding and expertise needed for an exciting career in professional game design and development. The 128-credit-hour program, taught in tandem with Lawrence Tech’s Bachelor of Science in Computer Science – game development concentration, advances your skills in game art, game design, and game mechanics through a series of studio-based classes emphasizing written, visual, and oral communication. In keeping with the University’s motto of theory and practice, you will apply your technical knowledge and problem-solving skills to support game art innovation and business case 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. Not only does Lawrence Tech’s BFA in Game Art offer you a challenging and comprehensive curriculum, but it also affords you the opportunity to develop your leadership, teamwork, and communication skills — skills that all employers demand — through the University’s Leadership Program, integrated into all bachelor’s programs.

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 who are dedicated to your success, both as a student and as a professional.

CURRICULUM

Your 128-credit-hour program consists of:

<table>
<thead>
<tr>
<th>Core</th>
<th>78</th>
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<tbody>
<tr>
<td>Game Art Core</td>
<td>78</td>
</tr>
<tr>
<td>Humanities (with emphasis on leadership)</td>
<td>25</td>
</tr>
<tr>
<td>Math and Science</td>
<td>7</td>
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<tr>
<td>Electives</td>
<td>18</td>
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<tr>
<td>Total Credit Hours</td>
<td>128</td>
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Getting Started

For more information on the BFA in Game Art, visit ltu.edu/architecture_and_design/game_art.asp or contact Lawrence Tech’s Office of Admissions at 800.CALL.LTU or admissions@ltu.edu.
Graduates with a degree in Game Art have many career options:

Art director
Character designer
Concept artist
Game artist
Game designer
Interaction designer
Level designer
Mobile game designer/developer
Modeler/texturer
Online game designer/developer
Web designer/developer

GET MORE. DO MORE.

Lawrence Technological University produces leaders with an entrepreneurial spirit and a global view. That’s why most Lawrence Tech students are employed within a month of graduating. Your benefits:

- Leadership Program that helps you develop the marketable skills that employers seek
- Leadership Portfolio that enhances your diploma – and your resume
- 12:1 student-faculty ratio
- Faculty with current industry experience
- Fully loaded high-powered laptop or tablet computer provided
- Schedules that work for you, with convenient day, evening, weekend, or online classes
- High-tech, wireless 102-acre campus that’s commuter friendly, with recreation, housing, and meal service options
- Financial-aid, co-op, and internship opportunities
- Proactive career placement services

Explore over 100 undergraduate, master’s, and doctoral programs in Colleges of Architecture and Design, Arts and Sciences, Engineering, and Management.