



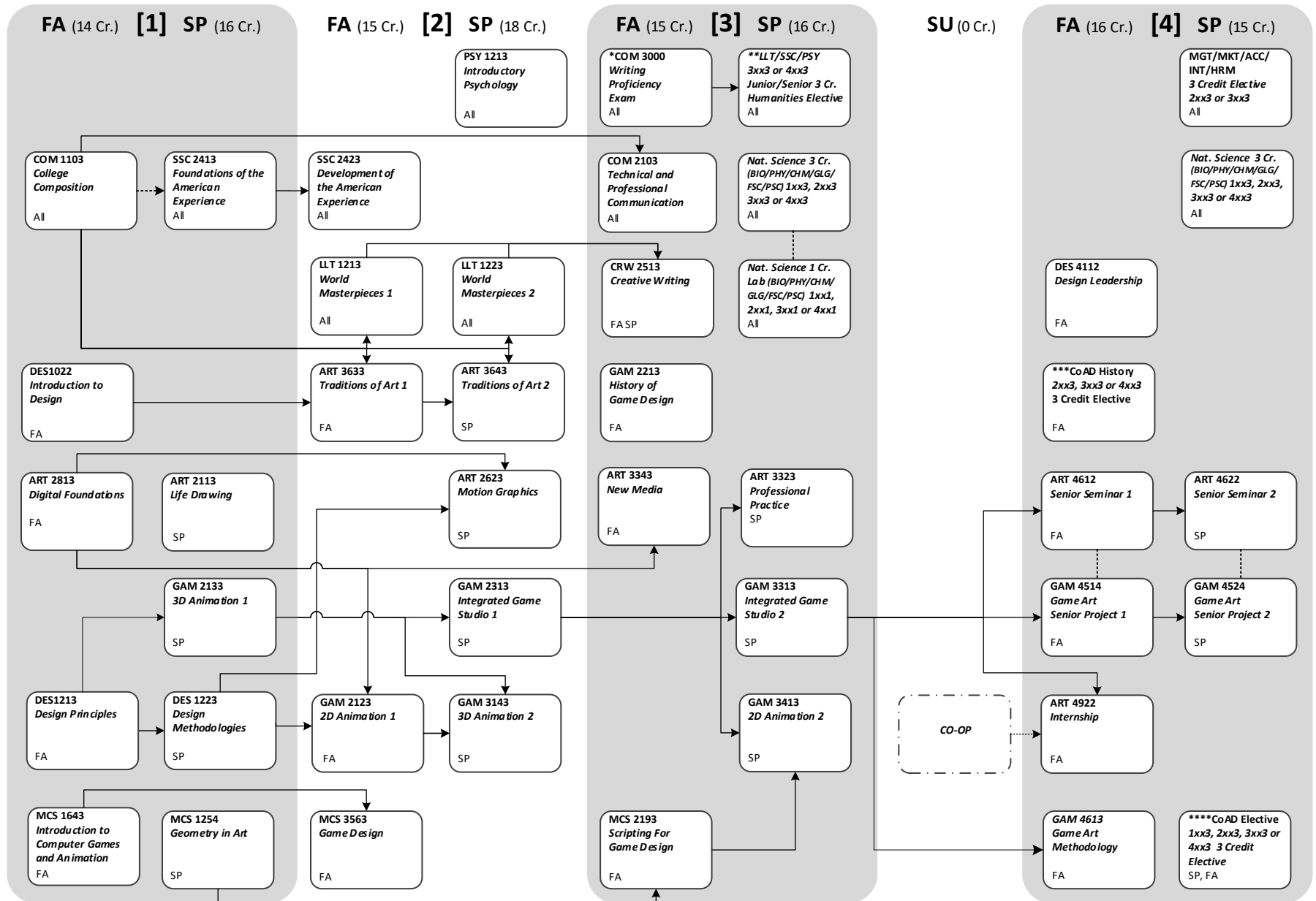
BACHELOR of FINE ARTS in GAME ART

Progression Flowchart 2019-20 Catalog of Entry 125 Credits

04.30.19

LAWRENCE TECHNOLOGICAL UNIVERSITY

College of Architecture and Design



KEY:
 Prerequisite →
 Co-requisite -or- Prerequisite - - - - -
 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 three 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

****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

******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