

GAME DESIGN ASSOCIATE IN ARTS DEGREE SAMPLE SEQUENCE MAP

This form is designed to be used in partnership with academic counselors. Modifications may be necessary to meet your goals. Seek assistance from an academic counselor each semester to stay on track to completion of major/certificate. There are 3 General Education patterns available. Not all courses on the map are offered every term. Consult the Catalog and the Schedule of Classes for more details.

0-15 UNITS		Pre- or co-req	Credit
Semester 1	ARTDM 105 – Introduction to Digital Imaging		3
	Degree Applicable Elective		3
	Area IA: English Composition: <i>ENGL 122 – First-Year College Composition and Reading</i>	Placement	3
	Area IC: Mathematics Comprehension	Placement	3-5
	ARTDM 160 - 3D Modeling and Animation I		3
	Total		15

16-30 UNITS		Pre- or co-req	Credit
Semester 2	ARTDM 167 – Digital Animation		3
	ARTDM 161 - 3D Modeling and Animation II		3
	Area IV: Social and Behavioral Sciences		3
	Area II: Natural Sciences with Lab		3-5
	Area III: Arts and Humanities: <i>Required ARTDM 214 – Introduction to Graphic Design</i>		3
	Total		15

31-45 UNITS		Pre- or co-req	Credit
Semester 3	ARTDM 180 – Game Design I		3
	Major Applicable Elective: 3 units: <i>See catalog list for Game Design</i>	See Catalog	3
	Degree Applicable Elective		6
	Area IB: Communications and Analytical Thinking		3
	Total		15

45 – 60 UNITS		Pre- or co-req	Credit
Semester 4	ARTDM 181 – Game Design II		3
	Degree Applicable Elective		12
	Total		15

Program total: 60