

**Degree: Art, B.F.A.: Interaction & Game Design Concentration**

Requirement Area	Course	Course Title	Prerequisites	Units
<b>First Semester</b>				
E	GS 000A	Foundations of Success I		U
AU				P
B8				P
ART Foundation I	CU ART 00Y	YD Processes		P
DU				P
ART Foundation I	CU ART 00P	PD Processes		P
			Total:	Ua
<b>Second Semester</b>				
E	GS 000B	Foundations of Success II		U
AY				P
CY				P
DY				P
ART Foundation	ART 000	Introduction to Photography		P
ART Foundation	ART 0Y0	Art of Asia and the Pacific World		P
			Total:	Ua
<b>Third Semester</b>				
E	LIB 000	Information Literacy		U
AP				P
DP				P
BY/BP				P
Writing II	ART YYa	Writing about Art and Design		P
Art Foundation	ART 00B	BD Processes		P
			Total:	Ua
<b>Fourth Semester</b>				
Code Y				P
BU/BB				P
Code U				P
LD Major	ART 000	Fundamentals of Drawing		P
LD Major	ART 0aY	Web Design U	ART 000 and ART 00Y	P
			Total:	Ua
<b>Fifth Semester</b>				
Ba			Completion of GE areas AU, AY, AP and B8	P
			Completion of GE areas AU, AY, AP and B8	P
DB			AY, AP and B8	P
LD Major	ART Y8U	BD Project Development I Pre-Production	ART 00Y	P
LD Major	ART 0Ya	History of Play, Games, and Interactivity		P
LD Major	ART YaU	Interaction Design		P
			Total:	Ua
<b>Sixth Semester</b>				
			Junior, senior or post-baccalaureate standing	U
UD Major	ART 8aU	BFA Critique		P
UD Major	ART bYp	Modern Media, Art I Culture U		P
UD Major	ART Yaa	Game Design U		P
UD Major	ART Yaa	Interaction Design Studio U		P
Elective				P
UD Major	ART 88U	Forum		U
			Total:	U8
<b>Seventh Semester</b>				
CB1 UD Major Restrict	ART 8YU, 8Yp or 8Ya	Upper Division Art History	Completion of GE areas AU, AY, AP and B8	P
			Junior, senior or post-baccalaureate standing	U
UD Major	ART 8aU	BFA Critique		P
UD Major	ART bYa	Contemporary Visual Studies U		P
UD Major	ART 8aa	Interaction Design Studio Y	ART Yaa	P
UD Major	ART 8aU	Usability Theory I Experience Design	ART YaU and ART Yaa	P
			Total:	U8
<b>Eighth Semester</b>				
UD Major	ART 8aY	Web Design Y	ART 0aY and ART YaU	P
UD Major	ART 8aU	BFA Critique		P

**General Education & University Requirements - Suggested Courses**

Area A a units : Communication in the English Language I. Critical Thinking aMust earn passing grade of C-/CR or better
<a href="#">AU COMM 100 or 104</a>
<a href="#">AY ENGL 101, 102, or 104</a>
<a href="#">AP PHIL 100</a>
Area B a units : Scientific Inquiry I Quantitative Reasoning
<a href="#">BU Physical Science</a>
<a href="#">BY Life Science</a>
<a href="#">BP Laboratory Activity</a>
<a href="#">B8 Quantitative Reasoning aMust earn passing grade of C-/CR or better.</a>
Area C a units : Arts I Humanities - Minimum of three different disciplines as designated by course prefix a.e.g., ART, THEA, MUS
<a href="#">CU Arts</a>
<a href="#">CY Humanities</a>
Additional Lower-division Area C Course in Arts aCU or Humanities aCY
Area D a units : Social Sciences - Minimum of three different disciplines as designated by course prefix a.e.g., ANTH, ECON, POSC
<a href="#">DU</a>
DY
DP
Area E aP units : Lifelong Learning and Self-Development
<a href="#">E</a>
Second Composition : Requires completion of GE AY with a C-/CR or better. Must be completed before attaining junior standing.
<a href="#">Writing II</a>
University Writing Skills Requirement
<a href="#">UWSR Writing Skills Test aWST or First and/or Second Tier Courses</a>
U.S. Code aAmerican Institutions Requirement - Two courses a units covering three U.S. Code Requirements of US-U aU.S. History , US-Y aU.S. Constitution , and US-P aCalifornia State I Local Government .
<a href="#">Code U</a>
<a href="#">Code Y</a>
Upper Division GE Requirements a units : Should be taken after completion of AU, AY, AP, and B8 with a C-/CR
<a href="#">Ba Upper-division Science Inquiry and Quantitative Reasoning</a>
<a href="#">CB Upper-division Arts OR Humanities</a>
<a href="#">DB Upper-division Social Sciences</a>
Overlay Requirements a units : Courses may be upper or lower division, and GE or major
<a href="#">Diversity Div</a>
<a href="#">Social Justice aSJ</a>
<a href="#">Sustainability aS</a>