UNOFFICIAL DEGREE PLANNING SHEET

BFA INTERACTIVE DESIGN (GAME DESIGN CONCENTRATION)

Student Name: _____   I.D.#: _____   Date Admitted: _____

GENERAL EDUCATION: 42 CREDITS

	C	T	M
Skills / Processes for Literacy *12 Credits*			
INTD 101 University Seminar	3		
ENGL 101 Writing I: The Writing Process	3		
ENGL 104 Writing II: Research & Argumentative Essays	3		
MATH 102 Everyday Data or **MATH 115** Contemporary Mathematics or higher	3		
Humanities *9 Credits*			
English / Language Elective (***ENGL 118*** or ***ENGL 207*** *recommended*)	3		
Philosophy	3		
Humanities Elective: ENGL, Foreign Language, FPAR, HUM, PHIL, REL	3		
Social Sciences *9 Credits*			
Psychology	3		
History or Government Elective	3		
Social Science Elective: ECON, GEOG, HIST, PSCI, PSYC, SOC	3		
Science / Quantitative Reasoning *6 Credits*			
Science Elective: BIOL, CHEM, ENV, PHYS, SCI (***SCI 337*** *recommended*)	3		
Math or Science Elective	3		
Liberal Arts Electives from the C.A.S. ***except courses within the major*** *6 Credits*			
Liberal Arts Elective 1	3		
Liberal Arts Elective 2	3		

C = Required Credits, T = Transfer Credits Earned, M = Maryville Credits Earned

− Bascom Honors students should use the general education
  guidelines specific to the Bascom Honors program.

* 1 Studio Elective can be replaced with 3 – 1 credit studio workshops
  completed during any semester

UNOFFICIAL GRADUATION CHECK

- ☐ Total credit hours >= 132
- ☐ ½ of the major (45 credits) at Maryville
- ☐ Last 30 credits at Maryville
- ☐ 60 credits from a 4-year institution

MAJOR REQUIREMENTS: 90 CREDITS

	C	T	M
Design & Visual Art Core *21 Credits*			
ADSA 100 Design I	3		
ADSA 101 Drawing	3		
ADSA 150 Design II	3		
ADGD/ADID 265 Intro to Digital Media	3		
Studio Elective: any DVA studio (**ADIN** or **ADGD** *Recommended*)	3		
ADAH 100 World Arts and Ideas I	3		
ADAH 150 World Arts and Ideas II	3		
Interactive Design BFA, Game Concentration *69 Credits*			
ADGD 230 Design Research, Theory, & Process	3		
ADGD 260 Intro to Visual Thinking	3		
ADGD 275 Digital Illustration	3		
ADGD 290 Symbol & Image	3		
ADGD 310 Web Design I	3		
ADIN 330 Asset Creation for Games	3		
ADGD 361 Typography I	3		
ADIN 410 Web Design II	3		
ADIN 300 Principles of Game Design	3		
ADIN 380 Intro to Motion Graphics	3		
ADIN 440 Motion Graphics	3		
ADIN 415 Interactive Applications	3		
ADIN 320 Scripting for Games and Apps	3		
ADIN 430 Applications in Game Design	3		
ADIN 461 Interactive Design Capstone	6		
ADIN 498 Senior Seminar	3		
ADIN 499 Internship	3		
ADIN 450 UX/UI Design	3		
ADIN 494 Senior Show Experience	0		
ADAH 330 Graphic Design History I	3		
ADAH 335 Graphic Design History II	3		
ADAH 328 History of Game Design	3		
Business Elective: Program Director approval	3		

YEAR 1 SEMESTER 1

Course		Credits
ADSA 100 Design I	R	3
ADGD/ADID 265 Intro to Digital Media	R	3
ADAH 100 World Arts and Ideas I	I	3
INTD 101 University Seminar		3
ENGL 101 Writing I: The Writing Process		3
MATH 102 Everyday Data, or **Math 115** Contemporary Math (or higher)		3
		18*

YEAR 1 SEMESTER 2

Course		Credits
ADSA 150 Design II	R	3
ADSA 101 Drawing	R	3
ADGD 260 Intro to Visual Thinking	R	3
ADAH 150 World Arts and Ideas II	I	3
ENGL 104 Writing II: Research & Argumentative Essays		3
For a lighter future semester, an additional gen education course could be added		
		15

YEAR 2 SEMESTER 1

Course		Credits
ADGD 290 Symbol & Image	R	3
ADGD 275 Digital Illustration	R	3
ADGD 230 Design Research, Theory, & Process	R	3
English/Language Elective (*ENGL 118* or *ENGL 207 recommended*)		3
Psychology		3
Philosophy		3
		18*

YEAR 2 SEMESTER 2

Course		Credits
ADAH 330 Graphic Design History I	I	3
ADGD 310 Web Design I	R	3
ADGD 361 Typography I	R	3
ADIN 330 Asset Creation for Games	R	3
Humanities Elective		3
Social Science Elective		3
		18*

YEAR 3 SEMESTER 1

Course		Credits
ADIN 380 Intro to Motion Graphics	R	3
ADIN 410 Web Design II	R	3
ADIN 300 Principles of Game Design	R	3
ADIN 450 UX/UI Design	I	3
ADAH 335 Graphic Design History II	I	3
		15

YEAR 3 SEMESTER 2

Course		Credits
ADIN 440 Motion Graphics	R	3
ADIN 415 Interactive Applications	R	3
ADIN 320 Scripting for Games and Apps	I	3
ADAH 328 History of Game Design	I	3
Science or Math Elective		3
		15

YEAR 4 SEMESTER 1

Course		Credits
ADIN 461 Interactive Design Capstone	R	6
Studio Elective: any DVA studio (*ADIN* or *ADGD Recommended*)	I	3
Business Elective: Advisor approval	I	3
Science Elective (*SCI 337 recommended*)		3
		15

YEAR 4 SEMESTER 2

Course		Credits
ADIN 499 Internship	I	3
ADIN 498 Senior Seminar	R	3
ADIN 430 Applications in Game Design	I	3
ADIN 494 Senior Show Experience	R	0
History or Government Elective		3
Liberal Arts Elective		3
Liberal Arts Elective		3
		18*

R = **Required** that semester to stay on track

I = **Ideally** taken that semester to stay on track – under extraordinary circumstances could be taken another semester

* 18 credits can be demanding for many students. Planning to take 1 to 2 courses during summer sessions may be a worthy option to consider.

** 1 DVA Studio Elective can be replaced with 3 – 1 credit studio workshops completed during any semester.

− With the exception of INDT 101, ENG 101, and ENG 104, though in a suggested sequence, required general education courses may be taken in any order.