

Sequencing Guide 2022/2023

Refer to the catalog and the self-service system for specific information.

YR		SEMESTER	NUMBER	TITLE	PRIORITY	CREDIT	
	1	1	ADAH 100 OR 150	WORLD ARTS I OR II	NORMAL	3	
			ADFD 100	FOUNDATION DESIGN	HIGH	3	
			ADFD 111	PORTFOLIO REVIEW, FOUNDATIONS	HIGH	0	
			ADGD 265	INTRO TO DIGITAL MEDIA	HIGH	3	
			GEN ED 1	GEN ED	NORMAL	3	
			GEN ED 2	GEN ED	NORMAL	3	
		1 Total				15	
		2	ADFD 101	DRAWING FOR DESIGN	NORMAL	3	
			ADFD 111	PORTFOLIO REVIEW, FOUNDATIONS	HIGH	0	
			ADGD 260	VISUAL THINKING	HIGH	3	
			ADGD 275	DIGITAL ILLUSTRATION	NORMAL	3	
			GEN ED 3	GEN ED	NORMAL	3	
			GEN ED 4	GEN ED	NORMAL	3	
		2 Total				15	
YEAR						30	
	2	1	ADAH 330	GRAPHIC DESIGN HISTORY I	NORMAL	3	
			ADGD 290	SYMBOL & IMAGE	HIGH	3	
			ADIN 111	PORTFOLIO REVIEW, GAME DESIGN	HIGH	0	
			ADIN 330	ASSET CREATION FOR GAMES	HIGH	3	
			ADSA/ADAH	STUDIO OR ART HISTORY ELECTIVE	NORMAL	3	
			GEN ED 5	GEN ED	NORMAL	3	
			GEN ED 6	GEN ED	NORMAL	3	
		1 Total				18	
		2	ADAH 335	GRAPHIC DESIGN HISTORY II	NORMAL	3	
			ADGD 230	DESIGN RESEARCH, THEORY, & PROCESS	NORMAL	3	
			ADGD 361	TYPOGRAPHYI	HIGH	3	
			ADIN 111	PORTFOLIO REVIEW, GAME DESIGN	HIGH	0	
			ADIN 300	PRINCIPLES OF GAME DESIGN	HIGH	3	
			GEN ED 7	GEN ED	NORMAL	3	
			GENED 8	GEN ED	NORMAL	3	
		2 Total			1.00.000	18	
YEAR	12.500						
	3	1	ADIN 111	PORTFOLIO REVIEW, GAME DESIGN	HIGH	36	
		-	ADIN 310	WEB DESIGN I	NORMAL	3	
			ADIN 380	INTRO TO MOTION GRAPHICS	HIGH	3	
			ADIN 405	SCRIPTING FOR GAMES AND APPS	HIGH	3	
			GEN ED 10	GEN ED	NORMAL	3	
			GEN ED 10	GEN ED	NORMAL	3	
		1 Total					
		2	ADAH 328	HISTORY OF VIDEO GAME DESIGN	NORMAL	15	
		2	ADAH 528 ADIN 111	PORTFOLIO REVIEW, GAME DESIGN	HIGH	0	
			ADIN 111 ADIN 425	APPLICATIONS IN GAME DESIGN	HIGH	3	
						3	
			ADIN 430	3D MODELING	NORMAL		
			ADIN 440	MOTION GRAPHICS	NORMAL	3	
			GEN ED 11	GEN ED	NORMAL	3	

YEAR						30	
4	4	1	ADIN 450	UX / UI DESIGN	NORMAL	3	
		l l	ADIN 462	GAME DESIGN CAPSTONE I	HIGH	3	
		[GEN ED 12	GEN ED	NORMAL	3	
		[GEN ED 13	GEN ED	NORMAL	3	
		[GEN ED 14	GEN ED	NORMAL	3	
	1 To	1 Total					
		2	ADIN 455	ADVANCED UX / UI DESIGN	NORMAL	3	
		l l	ADIN 463	GAME DESIGN CAPSTONE II	HIGH	3	
		l l	ADIN 494	SENIOR SHOW EXPERIENCE	NORMAL	0	
		[ADIN 498	SENIOR SEMINAR	NORMAL	3	
		[ADIN 499	INTERNSHIP	NORMAL	3	
		[OPEN 1	OPEN CREDITS 1	NORMAL	3	
		[OPEN 2	OPEN CREDITS 2	NORMAL	2	
	2 To	2 Total					
YEAR							
Grand Total							