GAME DESIGN & INTERACTIVE MEDIA B.F.A

Bachelor of Fine Arts - Game Design and Interactive Media

General Education Requirements

Information regarding these requirements can be found in the General Education Section (http://catalog.umt.edu/academics/general-education-requirements/) of the catalog.

Summary

Code	Title	Hours
Shared Foundations Requirements		18
General Core Courses		12
Game Design and Interactive Media Concentration		36
Concentration Electives		9
Total Hours		**75**

Degree Specific Credits: 75

Required Cumulative GPA: 2.0

Note: The Shared Foundation sequence must be completed or be in the process of completion before acceptance into the B.F.A program.

Shared Foundation Requirements

Note: All courses are required unless waived via the department advanced placement policy.

Code	Title	Hours
Complete all of the following courses:		
ARTH 150H	Introduction to Art History	3
ARTZ 105A	Visual Language - Drawing	3
GDSN 149A	Digital Imaging I	3
MART 101L	Intro to Media Arts	3
MART 112A	Introduction to Film Editing	3
MART 120	Creative Coding I	3
Total Hours		**18**

Minimum Required Grade: C

General Core Courses

Code	Title	Hours
Complete all of the following courses:		
MART 210	Creation of Media Story	3
MART 245	Introduction to the Language and Practice of Sonic Art	3
MART 450	Topics in Film/Media Studies	3
MART 499	Senior Project	3
Total Hours		**12**

Minimum Required Grade: C

Game Design and Interactive Media Core

Note: The Game Design and Interactive Media (GDIM) curriculum provides a grounding in the design, story-telling, illustration and 3D animation as paired with creative coding and in-depth game development coursework. Students learn to conceptualize, iterate and produce games that fit their artistic visions as well as their career goals. GDIM is preparation for the professional fields of Mobile App design, Game development, and Interactive Art and Media.

Code	Title	Hours
Complete 36 credits of the following courses:		**36**
MART 220	Creative Coding II	
MART 302	Intro to Motion Design	
MART 305	3D Animation I	
MART 340	Principles of Interactive Media	
MART 341	Intro to Web Design	
MART 342	Art & Science of Interactive Games	
MART 360	History, Ethics, and Theory of Games	
MART 361	Serious Games	
MART 441	Web Technologies	
MART 460	Game Engines	
MART 461	Web Server Technologies	
MART 462	Mobile Game Programming	
MART 499	Senior Project	
Total Hours		**36**

Minimum Required Grade: C

Electives

Code	Title	Hours
Complete 9 credits of the following courses:		**9**
ARTZ 214	Illustration	
BMGT 101S	Introduction to Entertainment Management	
BMGT 401	Event Management	
BMGT 402	Principles of Entertainment Management I	
BMGT 403	Principles of Entertainment Management II	
ITS 279	Cloud Systems	
JRNL 342	Multimedia Sports Announcing and Writing	
MAR 252	Screenwriting	
MART 100	Fundamentals of eSports	
Total Hours		**9**

Minimum Required Grade: C