

GAME: GAME ARTS & DESIGN

GAME 2010 Game Art I: 3D Animation & Modeling (4 Credits)

This introductory course explores the fundamentals of 3D art with a focus on modeling for game design. Students will learn professional techniques of 3D modeling, texturing, and animation using industry-standard software. Beyond technical skills, the course engages with applied theoretical principles of visual representation, aesthetics of digital form, and the cultural impact of 3D media. Students will reflect critically on how 3D models communicate meaning within games and how design choices contribute to storytelling. By conceptualizing, modeling, and texturing 3D assets for export to a game engine, students will gain both practical skills and an appreciation for the role of 3D art in narrative, culture, and critical discourse.

Attributes: Liberal

GAME 2020 Coding for Creative Game Design (4 Credits)

This introductory creative coding course introduces programming as an artistic and narrative medium. Using P5.js, students will learn basic coding concepts through digital sketches, games, visual novels, and multimedia artworks. Beyond technical programming, the course emphasizes aesthetics, applied theoretical principles of interactivity, and cultural relevance of creative coding in contemporary art and design. Students will reflect on the role of coding as a form of digital storytelling and expression, applying critical thinking to the ways interactive media shape meaning. By the end of the course, students will have the skills to code their own interactive works and situate them within broader artistic and cultural narratives.

Attributes: Liberal

GAME 2035 Game Concept and Pre-Production Design (4 Credits)

This course guides students through the creative and theoretical foundations of game pre-production. Students will study storytelling, narrative design, game genres, gameplay systems, and concept art. Emphasis is placed on applied theoretical principles of narrative structure, aesthetics of visual development, and cultural analysis of genre conventions. Reflection and critical thinking are integrated through peer review, encouraging students to consider diverse perspectives in design. Students will complete a comprehensive Game Design Document for an original game, demonstrating not only technical planning but also an understanding of games as cultural and narrative artifacts.

Attributes: Liberal

GAME 3010 3D Game Art II: 3D Sculpting (4 Credits)

This intermediate course builds on foundational 3D modeling skills with an emphasis on sculpting highly detailed organic forms. Students will study 3D sculpting as both a technical and aesthetic practice, producing complex characters and imaginative creatures. The course examines applied theory of form, proportion, and detail, while encouraging reflection on cultural influences and artistic traditions in character creation. Students will analyze how sculpted models contribute to visual storytelling and engage with questions of representation and cultural meaning in game worlds. Three professional-quality 3D sculpts, along with weekly projects, will form a portfolio that balances technical expertise with critical and artistic reflection.

Attributes: Liberal

GAME 3020 3D Game Art III: 3D Character Modeling & Animation (4 Credits)

This advanced course focuses on the full pipeline of creating 3D characters for games, from concept and sketching to modeling, texturing, rigging, and animation. Students will explore the applied theories of movement, anatomy, and visual design while reflecting on the aesthetics of character performance. Emphasis is placed on the narrative and storytelling relevance of 3D characters. Through critical analysis and applied practice, students will consider how character design shapes narrative and storytelling in games. The final project will be a professional-grade, animated 3D character exported to a game engine, presented in a polished demo reel that integrates both artistry and reflection. Prerequisites: GAME 3010 or the equivalent.

Attributes: Liberal

GAME 3045 Game Design & Development (3-4 Credits)

This course combines the history, theory, and practice of game design in an online workshop format. Students will apply aesthetic principles, theoretical models of play, and cultural analysis to the design of tabletop, board, and digital games. The course emphasizes reflection and critical thinking on how games structure meaning, embody cultural values, and tell stories through systems and mechanics. Students will design and prototype their own games, examining narrative, dramatic, and systemic elements as artistic tools. By the end of the course, students will produce a functional prototype informed by both practical skills and critical engagement with games as cultural and narrative forms. Prerequisites: Advanced Level Standing.

Attributes: Liberal

GAME 4010 Game Art IV: 3D Environment, Level Design and Prototyping (4 Credits)

This advanced course introduces students to professional workflows for designing immersive 3D environments and game levels. Students will learn to conceptualize, design, and assemble modular environments using reference imagery and creative iteration. Alongside technical production, the course emphasizes theoretical principles of space, atmosphere, and visual storytelling. Students will reflect on the cultural significance of digital spaces and architecture, exploring how environment design communicates meaning, mood, and narrative. Critical thinking is applied to analyze how environments affect gameplay and immersion. The course culminates in a small playable prototype, where students' 3D environments become both artistic expressions and narrative frameworks. Prerequisites: GAME 3020 or the equivalent.

Attributes: Liberal

GAME 4035 History of Computer Games: Story, Myth, and Cultural Impact (4 Credits)

This course is a broad survey of the history of computer games, starting from the first experimental games created by US universities in the early 1960s; passing through the establishment of a professional video game industry worldwide through the 1970s and 1980s; the advent and revolution of 3D games in the late 1990s, early 2000s; to the popularity of online games and virtual worlds from the late 2000s to our current year. The course will address not only the chronological history of computer games, but also their evolution as a different and unique art form on its own. Students will learn and discuss the cultural impact of computer games on popular culture, education, and other areas of technology. Prerequisites: Advanced level standing.

Attributes: *The Arts Gen Ed, Liberal

GAME 4045 Game Design Internship (4 Credits)

The internship provides students with the opportunity to apply theories and practices of game art and design in a real-world context. Beyond technical experience, students will reflect on the cultural relevance and aesthetic dimensions of their work in professional settings. Emphasis is placed on applying critical thinking to workplace challenges, considering how narrative, storytelling, and cultural contexts shape design practices in the industry. Students will work with mentors and Career Services to ensure the internship aligns with their academic goals and liberal arts development, engaging with both applied practice and reflective analysis of their experiences. Prerequisites: GAME or DIGA student with advanced standing.

Attributes: Liberal

GAME 4065 Capstone in Game Art & Design (4 Credits)

The capstone is the culminating course for Game Art & Design majors, integrating technical mastery with critical and reflective practice. Students will develop a final creative project—either a complete game or a specialized project in character, environment, animation, or gameplay design. Alongside production, students will apply theoretical and aesthetic principles, explore the cultural relevance of their design choices, and reflect on the role of games in storytelling and society. Critical thinking will be central as students analyze and articulate the narrative impact of their work. In addition to the project, students will produce a professional digital portfolio and website, demonstrating both artistic achievement and thoughtful engagement with games as cultural and narrative forms. Prerequisites: GAME 2035 and GAME 3045.

Attributes: Liberal