

DIGITAL AND MEDIA ARTS: VIDEO GAME DESIGN MAJOR (B.A.)

(61 hours, including required courses) – Pogue, Coordinator

Mission Statement:

The Video Game Design Major prepares students with the necessary artistic and computer skills needed to animate and develop interactive video game environments with integrated actions, all combined to generate a compelling and immersive narrative.

Student Learning Outcomes:

1. *The student will demonstrate proficiency in the use of 3D computer modeling, environmental and animation techniques associated with the mechanics of game design.*
2. *The student will demonstrate proficiency in use of quality art making along with game publishing and intellectual property rights that introduces the student to the Core Values associated with Bethany College.*
3. *The student will demonstrate the use of video game triggers and leveling logic in order to create an immersive compelling story.*

Required Courses:

_____ AR 105	Basic Design (3 hr.)
_____ AR 110	Drawing I (3 hr.)
_____ DA 102	iCap - Intro To Computer Animation Production (3 hr.)
_____ DA 109	3D Computer Modeling (3 hr.)
_____ DA 115	Game Concept Design (3 hr.)
_____ DA 116	Introduction to Multi-Media (3hr.)
_____ DA 218	Introduction to Unreal Engine (3 hr.)
_____ DA 219	3D Computer Animation I (3 hr.)
_____ DA 225	Prop and Character Design (3 hr.)
_____ DA 302	Pre-Production Story Boards (3 hr.)
_____ DA 304	Maya I - Introduction to 3D Animation Pipeline (3 hr.)
_____ DA 311	Figure Drawing (3 hr.)
_____ DA 314	Z Brush (3 hr.)
_____ DA 319	3D Computer Animation II (3 hr.)
_____ DA 324	Rigging (3 hr.)
_____ DA 328	Intermediate Unreal Engine (3 hr.)
_____ DA 342	Clay Modeling (3 hr.)
_____ DA 346	Introduction to Motion Capture for Games (3 hr.)
_____ DA 338	Advanced Unreal Engine (3 hr.)
_____ DA 376	Video Game Capstone Experience – <i>Team Project Development</i> (3 hr.)
_____ DA 388	Media Arts Practice (1 hr.)

Total (61) _____