



First Year Freshman Schedule
 BA – Video Game Design
 (124 Credits for the BA Degree)

Fall – Year 1 (14)	IT (3)	Spring – Year 1 (14)
BQ110 – Bethany Quest I, 2 AR105 – Basic Design, 3 AR110 – Drawing I, 3 CS223 – Principles of Program I, 3 DA102 – iCap, 3	DA311 Figure Drawing (?)	ID101 _ Intro to ID, 2 College Requirement Class #1, 3 DA116 - Intro to Mult-Media, 3 DA311 - Figure Drawing, 3 DA109 – 3D Computer Modeling, 3
Fall – Year 2 (16)	IT (3)	Spring – Year 2 (15)
BQ210 – Bethany Quest II, 1 ID201 – ID RESEARCH, 3 College Requirement Class #2, 3 DA225 - Prop and Character, 3 DA218 - Intro to Unreal Engine, 3 DA115 Game Concept, 3	DA302 Pre- Production Storyboards	ID202 – ID RELIGION, 3 Requirement Class #3, 3 DA314 - ZBrush, 3 DA342 - Clay Modeling, 3 DA304 – Maya I, 3
Fall – Year 3 (16)	IT (3)	Spring – Year 3 (15)
BQ310 – Bethany Quest III, 1 ID203 – ID WRITING, 3 DA308 - VFX and Lighting, 3 DA219 – Animation I, 3 DA328 - Intermediate Unreal, 3 Elective, 3	Elective, 3	DA324 - Rigging, 3 DA319 – Animation II, 3 TH111 – Acting, 3 Elective, 3 Elective, 3
Fall – Year 4 (15)	IT (3)	Spring – Year 4 (13)
DA338 - Advanced Unreal VR, 3 DA346 - Intro to MoCap, 3 Elective, 3 Elective, 3 Elective, 3	Elective, 3	DA388 - Media Arts Practice, 1 DA376 – Video Game Capstone, 3 Elective, 3 Elective, 3 Elective, 3