



BACHELOR of FINE ARTS in GAME DESIGN - Concentration in Digital Environments

Progression Flowchart

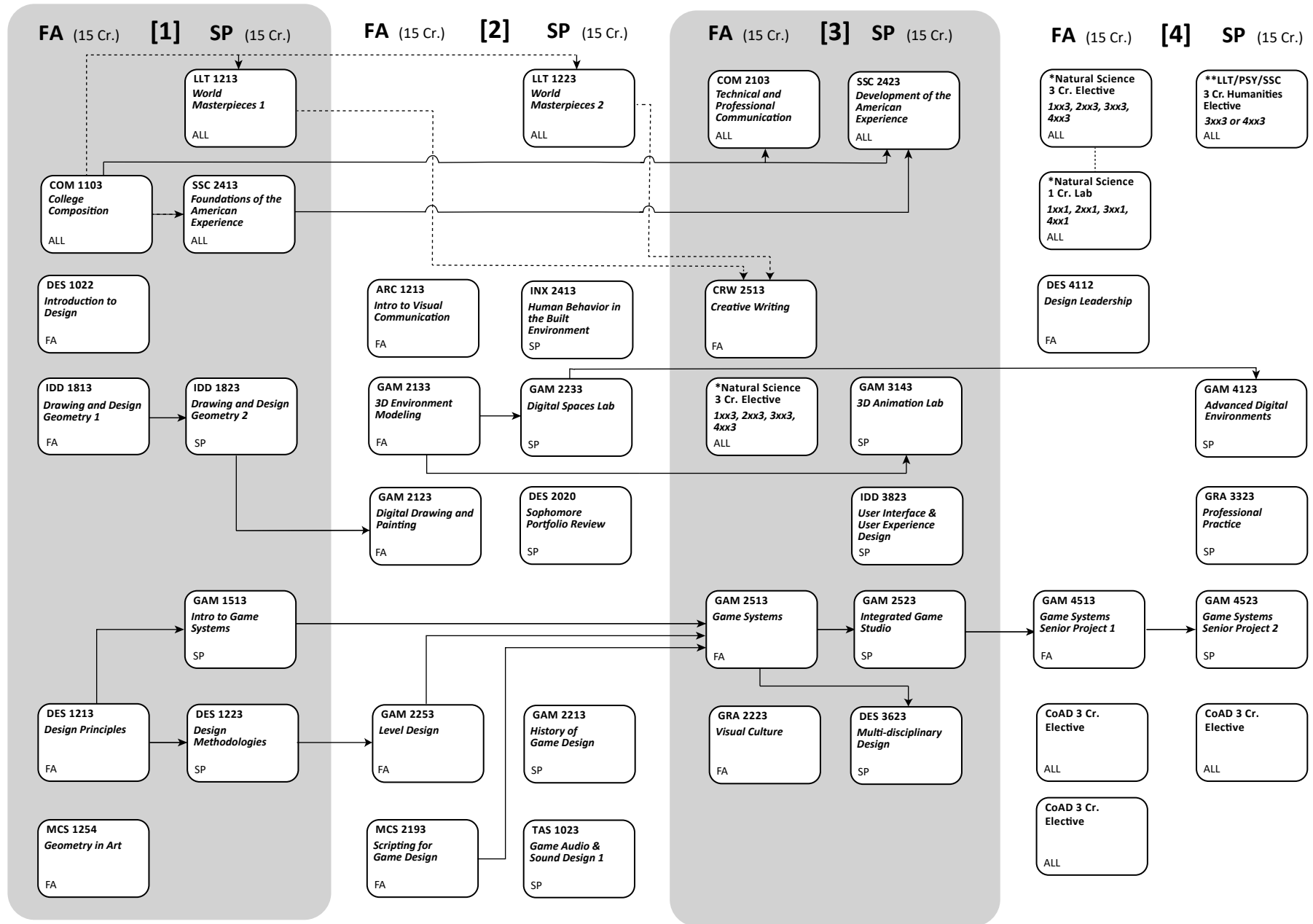
2023-24 Catalog of Entry

120 Credits

9-13-23

LAWRENCE TECHNOLOGICAL UNIVERSITY

College of Architecture and Design



KEY:
Prerequisite —>
Co-requisite or Prerequisite - - - - ->
Co-requisite>
Semesters Courses are Offered:
FA=Fall; SP=Spring; SU=Summer; and
ALL=Fall, Spring and Summer

*Natural Science Elective subjects include:
Biology: BIO; Chemistry: CHM; Geology: GLG;
Forensic Science: FSC; Physics: PHY; and
Physical Science: PSC

**Humanities Junior/Senior
Elective Requirements:
Subject: Language and Literature: LLT;
Psychology: PSY; or Social Science: SSC

College of Architecture & Design (CoAD) elective requirements can be fulfilled with courses from the following subjects:

ARC: Architecture; ARI: Interior Architecture; ART: Art; ATD: Transportation Design; DES: Design; GAM: Game Design; GRA: Graphic Design; IDD: Product Design; INX: Interior Design; and URB: Urban Design