



BACHELOR of FINE ARTS in GAME DESIGN

Progression Flowchart

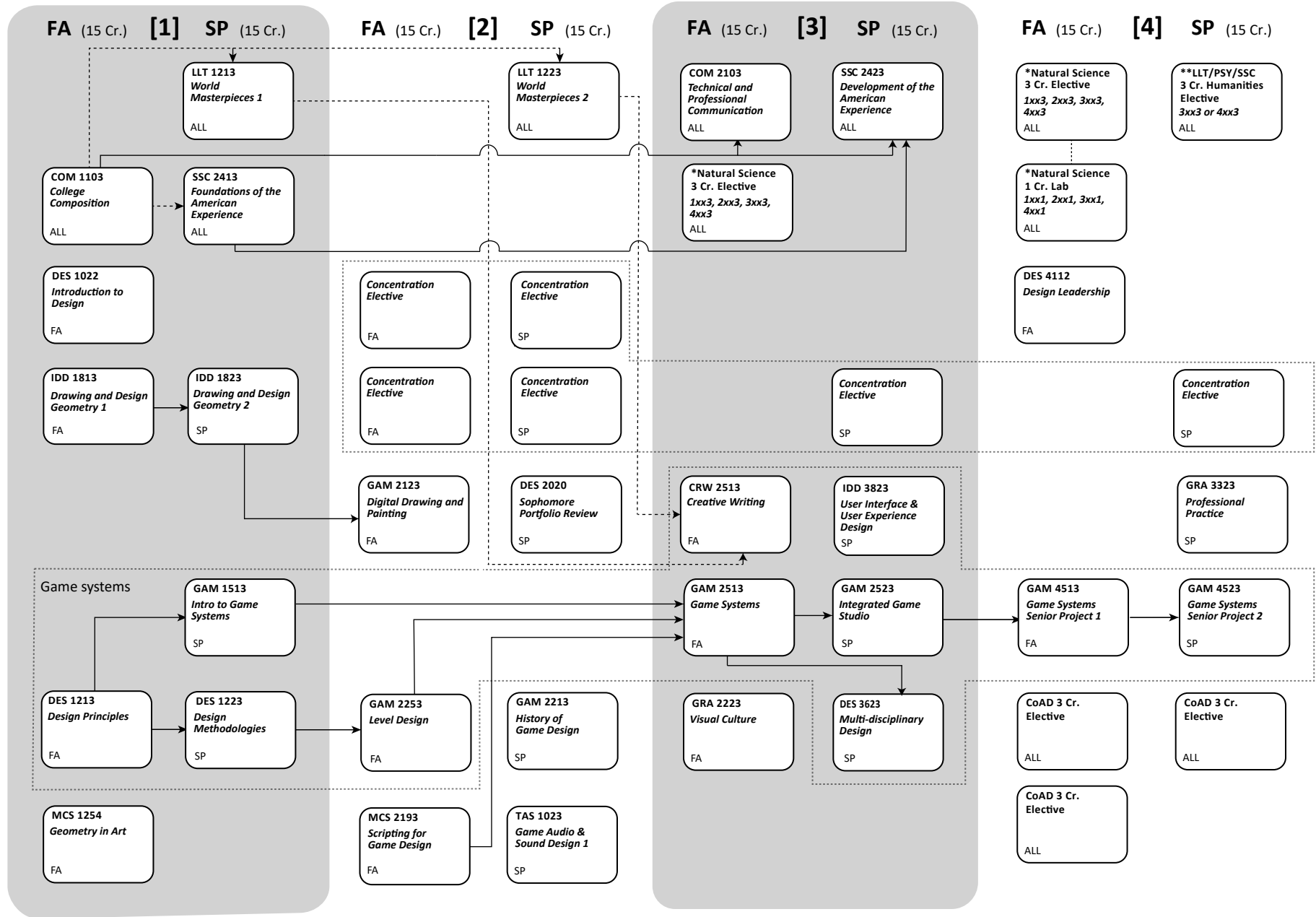
2023-24 Catalog of Entry

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

Concentration Electives [prerequisite(s) may be required]

ARC 1213 Intro to Visual Communication	GAM 2233 Digital Spaces Lab	IDD 2813 3D Visualization 1	GRA 3343 Digital Product Design	GAM 4123 Advanced Digital Environments
ARC 1223 Visual Communication	INX 2413 Human Behavior in the Built Environment	IDD 2823 3D Visualization 2	GRA 3383 Web Design	GAM 4133 Advanced Digital Interface
IDD 1523 Basic Prototyping	GRA 2623 Motion Graphics	GRA 3043 Video Design	IDD 3713 Human Factors and Ergonomics	
GAM 2133 3D Environment Modeling	GRA 2813 Digital Foundations	GAM 3143 3D Animation Lab	GAM 4113 Advanced Digital Objects	

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

*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**