Game Art and Animation offers students an opportunity to master visual arts and animation within the game medium. The program focuses on developing the depth of knowledge required to be successful in a highly competitive industry. The continuing revolution in digital computing and animation has produced a rapidly evolving field for artists who create aesthetics, characters, and environments for games. The major encourages students to think critically and work collaboratively in multidisciplinary teams. The collaborative approach helps all team members to understand the context in which their asset contributions are used and to develop visual design skills in the service of larger experiential goals. Students have many opportunities to collaborate with their peers and work with students in the BS in computer science and game development and BFA in games majors, culminating in a two-semester senior capstone. Students will have a home college in the College of Arts, Media and Design but will have a minimum of four interdisciplinary courses where students interact and work together with students in the other degrees.

Working in the interdisciplinary game areas, the program fosters experiential learning opportunities utilizing diverse intersections of skills merging artistic practice and expression blended with technology. Focus is on establishing core skills that engage critical thinking in preparation for professional practice in game art and asset creation or moving on to advanced study. Students will have an opportunity to develop tools to succeed, eagerness to innovate, and skills to become next-generation entrepreneurs in an ever-changing games and media landscape. Practical and technical experiential training will be offered via Northeastern’s world-renowned co-op program.

**Program Requirements**

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

**University-Wide Requirements**

All undergraduate students are required to complete the University-Wide Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements).

**NUpath Requirements**

All undergraduate students are required to complete the NUpath Requirements (http://catalog.northeastern.edu/undergraduate/university-academics/nupath).

NUpath requirements Creative Expression (EI) and Analyzing/Using Data (AD) are met through the major course requirements. All other NUpath requirements must be met through electives.

**Game Art Courses**

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<tr>
<th>Art and Design Learning Community</th>
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<th>Art and Design Foundation</th>
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<td>ARTF 1122 and ARTF 1123 2D Fundamentals: Surface and Drawing and 2D Tools</td>
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<td>ARTF 1124 and ARTF 1125 3D Fundamentals: Structure and Drawing and 3D Tools</td>
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<tr>
<th>Digital Art and Game Design, BFA</th>
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<tr>
<td>ARTF 2220 and ARTF 2221 4D Fundamentals: Sequence and Drawing and 4D Tools</td>
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<td>ARTF 2223 and ARTF 2224 5D Fundamentals: Experience and Drawing and 5D Tools</td>
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<tr>
<td>ARTF 1120 Observational Drawing</td>
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<td>GAME 1110 Games and Society</td>
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<td>ARTH 1111 Global Art and Design History: Renaissance to Modern</td>
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<td>ARTH 2212 Survey of the Still and Moving Image</td>
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<tr>
<td>ARTH 1110 Global Art and Design History: Ancient to Medieval</td>
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<tr>
<td>ARTH 2210 Modern Art and Design History</td>
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<tr>
<td>ARTH 2211 Contemporary Art and Design History</td>
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<tr>
<td>ARTH 2213 19th-Century Art</td>
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<tr>
<td>ARTH 2214 American Art</td>
<td>4</td>
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<td>ARTH 2215 History of Graphic Design</td>
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<td>ARTH 4500 Arts of the African Diaspora</td>
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<td>ARTH 5100 Contemporary Art Theory and Criticism</td>
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<tr>
<td>ARTH 5200 Issues in Contemporary Art</td>
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<tr>
<td>ARTH 5300 Postmodernism: Theory and Practice in the Visual Arts</td>
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<td>ARTH 5400 Contemporary Visual Culture</td>
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<tr>
<td>ARTH 5500 Art and New Media: History and Theory</td>
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</table>

**Digital Art Requirements**

| GAME 2500 Foundations of Game Design | 4 |
| ARTD 2100 Narrative Basics | 4 |
| ARTD 2370 Animation Basics and Animation Tools | 5 |

Complete one of the following: 5

| ARTD 2360 Photo Basics and ARTD 2361 Photo Tools | 5 |
| ARTD 2380 Video Basics and ARTD 2381 Video Tools | 5 |

**Animation Courses**

**Animation**

| ARTD 3470 Animation 1 | 4 |
| ARTD 3472 Character Design for Animation | 4 |
| ARTD 3473 Animation for Games | 4 |
| ARTD 4570 Animation 2 | 4 |
| ARTD 4575 Animation 3 | 4 |

**Electives**

Complete three of the following: 12

<table>
<thead>
<tr>
<th>Game Design</th>
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<tbody>
<tr>
<td>GAME 1850 Experimental Game Design</td>
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<tr>
<td>GAME 2010 The Business of Games</td>
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<tr>
<td>GAME 2150 Programming for Games</td>
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</table>
### Digital Art and Game Design, BFA

**Course Offerings**

<table>
<thead>
<tr>
<th>Course Code</th>
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<tr>
<td>GAME 2555</td>
<td>Games for Change</td>
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<tr>
<td>GAME 2650</td>
<td>Introduction to Game Research Methods</td>
</tr>
<tr>
<td>GAME 2750</td>
<td>Games Criticism and Theory</td>
</tr>
<tr>
<td>GAME 2755</td>
<td>Games and Social Justice</td>
</tr>
<tr>
<td>GAME 2950</td>
<td>Game Studio</td>
</tr>
<tr>
<td>GAME 3055</td>
<td>Playful Design</td>
</tr>
<tr>
<td>GAME 3300</td>
<td>Game Interface Design</td>
</tr>
<tr>
<td>GAME 3400</td>
<td>Level Design and Game Architecture</td>
</tr>
<tr>
<td>GAME 3700</td>
<td>Rapid Idea Prototyping for Games</td>
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<tr>
<td>GAME 3800</td>
<td>Game Concept Development and Production</td>
</tr>
<tr>
<td>GAME 4155</td>
<td>Designing Imaginary Worlds</td>
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**Art and Design**

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<th>Course Code</th>
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<tr>
<td>ARTG 2260</td>
<td>Programming Basics</td>
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<tr>
<td>ARTE 2500</td>
<td>Art and Design Abroad: Studio</td>
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<tr>
<td>ARTE 2501</td>
<td>Art and Design Abroad: History</td>
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<tr>
<td>ARTE 4901</td>
<td>Special Topics in Art and Design Studio</td>
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<tr>
<td>ARTE 4902</td>
<td>Special Topics in Art and Design History</td>
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<tr>
<td>ARTH 1100</td>
<td>Interactive Media and Society</td>
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<td>ARTH 2213</td>
<td>19th-Century Art</td>
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<td>American Art</td>
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<td>Arts of the African Diaspora</td>
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<td>ARTH 5200</td>
<td>Issues in Contemporary Art</td>
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<td>Postmodernism: Theory and Practice in the Visual Arts</td>
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<td>Contemporary Visual Culture</td>
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<td>ARTH 5500</td>
<td>Art and New Media: History and Theory</td>
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<tr>
<td>ARTS 2330</td>
<td>Sculpture Basics</td>
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<td>ARTS 2340</td>
<td>Painting Basics</td>
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<td>ARTS 2341</td>
<td>Figure Drawing</td>
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<td>ARTS 3449</td>
<td>Drawing in Mixed Media</td>
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<td>ARTD 3460</td>
<td>Photography 1</td>
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<td>ARTD 3470</td>
<td>Animation 1</td>
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<td>ARTD 3480</td>
<td>Video: Sound and Image</td>
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<td>ARTD 4565</td>
<td>Photography 2</td>
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<td>Studio Photography</td>
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<td>ARTD 4661</td>
<td>Alternative Photographic Processes</td>
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<td>ARTD 4577</td>
<td>Digital Sculpture and Model Making</td>
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<td>ARTD 4682</td>
<td>Video in Context: Video and Social Change</td>
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<td>ARTG 3250</td>
<td>Physical Computing</td>
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<td>ARTG 3351</td>
<td>Time-Based Design</td>
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**Other**

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<td>CS 2500</td>
<td>Fundamentals of Computer Science 1</td>
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<td>CS 2501</td>
<td>and Lab for CS 2500</td>
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<tr>
<td>PSYC 1101</td>
<td>Foundations of Psychology</td>
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**Capstone Requirement**

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<td>ARTD 4530</td>
<td>Media Arts Degree Project 1</td>
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<tr>
<td>ARTD 4670</td>
<td>Media Arts Degree Project 2</td>
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### Supporting Course

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<td>MATH 1260</td>
<td>Math Fundamentals for Games</td>
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### Writing Requirement

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<td>ENGW 3314</td>
<td>Advanced Writing in the Arts, Media, and Design</td>
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<tr>
<td>or ENGW 3315</td>
<td>Interdisciplinary Advanced Writing in the Disciplines</td>
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### Digital Art and Game Design Major Credit Requirement

- Total Semester Hours: 99

### Program Requirement

- Total Semester Hours: 138

### Plan of Study

**Sample Five Years, Two Co-ops in Spring/Summer 1 Sample. ZA Plan of Study Only**

#### Year 1

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<thead>
<tr>
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<td>ARTF 1123</td>
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#### Year 2

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<td>ARTD 3471</td>
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#### Year 4

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Digital Art and Game Design, BFA

<table>
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<td>+D Elective</td>
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