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), Interpreting Culture (IC), Societies and Institutions (SI), and Analyzing/Using Data (AD) are met through the major course requirements. All other NUpath requirements must be met through electives.

**Game Art Courses**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td>ARTF 1000</td>
<td>Art and Design at Northeastern</td>
<td>1</td>
</tr>
<tr>
<td>ARTF 1122</td>
<td>2D Fundamentals: Surface and Drawing (with optional ARTF 1123)</td>
<td>4</td>
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</tbody>
</table>

**Animation Courses**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>ARTD 3470</td>
<td>Animation 1</td>
<td>4</td>
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<tr>
<td>ARTD 3472</td>
<td>Character Design for Animation</td>
<td>4</td>
</tr>
<tr>
<td>ARTD 3473</td>
<td>Animation for Games</td>
<td>4</td>
</tr>
<tr>
<td>ARTD 4570</td>
<td>Animation 2</td>
<td>4</td>
</tr>
<tr>
<td>ARTD 4575</td>
<td>Animation 3</td>
<td>4</td>
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</tbody>
</table>

**Electives**
Complete three of the following:

**Game Design**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
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<tbody>
<tr>
<td>GAME 1850</td>
<td>Experimental Game Design</td>
<td></td>
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<tr>
<td>GAME 2010</td>
<td>The Business of Games</td>
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<tr>
<td>GAME 2650</td>
<td>Introduction to Game Research Methods</td>
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<tr>
<td>GAME 2750</td>
<td>Games Criticism and Theory</td>
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<tr>
<td>GAME 2755</td>
<td>Games and Social Justice</td>
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</tbody>
</table>
GAME 2950  Game Studio
GAME 3055  Playful Design
GAME 3300  Game Interface Design
GAME 3400  Level Design and Game Architecture
GAME 3700  Rapid Idea Prototyping for Games
GAME 3800  Game Concept Development and Production
GAME 4155  Designing Imaginary Worlds

Art and Design
ARTG 2260  Programming Basics
ARTE 2500  Art and Design Abroad: Studio
ARTE 2501  Art and Design Abroad: History
ARTE 4901  Special Topics in Art and Design Studio
ARTH 1100  Interactive Media and Society
ARTH 2213  Nineteenth-Century Art
ARTH 5200  Issues in Contemporary Art
ARTH 5400  Contemporary Visual Culture
ARTS 2330  Sculpture Basics
ARTS 2340  Painting Basics
ARTS 2341  Figure Drawing
ARTS 3449  Drawing in Mixed Media
ARTD 3460  Photography 1
ARTD 3470  Animation 1
ARTD 3480  Video: Sound and Image
ARTD 4565  Photography 2
ARTD 4660  Studio Photography
ARTD 4661  Alternative Photographic Processes
ARTD 4577  Digital Sculpture and Model Making
ARTG 2252  Graphic Design 1
ARTG 2300  Business Literacy for Design and Media
ARTG 3250  Physical Computing
ARTG 3351  Time-Based Design

Other
CS 2500  Fundamentals of Computer Science 1
and CS 2501  and Lab for CS 2500
PSYC 1101  Foundations of Psychology

Capstone Requirement
Code  Title  Hours
ARTD 4530  Media Arts Degree Project 1  4
ARTD 4670  Media Arts Degree Project 2  4

Supporting Course
Code  Title  Hours
MATH 1260  Math Fundamentals for Games  4

Writing Requirement
Code  Title  Hours
ENGW 3314  Advanced Writing in the Arts, Media, and Design  4
or ENGW 3315  Interdisciplinary Advanced Writing in the Disciplines

Digital Art and Game Design Major Credit Requirement
97 semester hours required in the major

Program Requirement
133 total semester hours required

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

Year 1
Fall  Hours  Spring  Hours
ARTF 1000  1  ARTF 1122  4
(with optional ARTF 1123)

ARTF 1120  4  ARTF 2220  4
(with optional ARTF 2221)

ARTF 1124  4  GAME 1110  4
(with optional ARTF 1125)

GAME 2500  4  Elective  4
(MATH 1260 4
suggested)

ENGW 1111  4

Year 2
Fall  Hours  Spring  Hours
ARTF 2223  4  ARTD 3473  4
(with optional ARTD 2224)

ARTD 2370  4  ARTD 3470  4
(with optional ARTD 2371)

GAME 2355  4  ARTH 1111  4

ARTH 4355  4  Elective  4

Year 3
Fall  Hours  Summer 1  Hours
ARTD 4570  4  Co-op  Co-op

ARTD 3472  4

ARTH 2212  4

Advanced Writing in the Disciplines  4

EEAM 2000  1

Year 4
Fall  Hours  Summer 1  Hours
GAME or A + 4  Co-op  Co-op

D elective

GAME or A + 4

D elective

Elective  4
<table>
<thead>
<tr>
<th>Course</th>
<th>Year 5</th>
<th>Fall Hours</th>
<th>Spring Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTD 4530</td>
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<td>4</td>
<td></td>
</tr>
<tr>
<td>ARTD 4575</td>
<td>4</td>
<td>Media arts elective</td>
<td>4</td>
</tr>
<tr>
<td>GAME or A + D elective</td>
<td>4</td>
<td>Elective</td>
<td>4</td>
</tr>
<tr>
<td>Elective</td>
<td>4</td>
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</tr>
<tr>
<td>16</td>
<td>16</td>
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</table>

Total Hours: 130