

Games, BFA

The BFA in games seeks to give students the skills to communicate ideas and emotions through interactive media. The focus of the BFA degree is to explore games as an aesthetic and expressive form through critical analysis and creative, reflective practice. To reflect emerging trends in the video game industry, including broader platforms and audiences and more distribution channels, students will be oriented toward developing games and playful media in an independent creative context, preparing graduates to become leaders within a growing segment of the game industry. Curriculum is geared to cultivating the students' own unique creative voice through courses that apply theory analysis to game-making practice across a wide range of media. Students are exposed to a wide variety of genres and contexts, as well as different ways of thinking about games content, platforms, and production. BFA in games majors will be based in the College of Arts, Media and Design but will have a minimum of four games courses in which they interact with and collaborate with students in the BS in computer science and game development major.

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/Innovation (EI), Formal and Quantitative Reasoning (FQ), and Analyzing/Using Data (AD) are met through the major course requirements. All other NUpath requirements must be met through electives.

Games Major Requirements

Code	Title	Hours
Art and Design at Northeastern		
ARTF 1000	Art and Design at Northeastern	1
Foundation		
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
ARTF 1122	2D Fundamentals: Surface and Drawing (with optional ARTF 1123)	4
ARTF 2223	5D Fundamentals: Experience and Drawing (with optional ARTF 2224)	4
MATH 1260	Math Fundamentals for Games	4
ARTG 2260	Programming Basics	4
Art History Foundation		
Complete one art history course within the ARTH subject code.		4
Game		

GAME 1850	Experimental Game Design	4
GAME 2650	Introduction to Game Research Methods	4
GAME 2750	Games Criticism and Theory	4
GAME 2950	Game Studio	4
GAME 3700	Rapid Idea Prototyping for Games	4
Entrepreneurship		
ENTR 2301	Innovation!	4
GAME 2010	The Business of Games	4
GAME 3800	Game Concept Development and Production	4
ENTR 3305	Entrepreneurial Strategy and Business Model Design	4

Capstone

A grade of C or higher is required:

GAME 4700	Game Design Capstone 1	4
GAME 4701	Game Design Capstone 2	4

Critical Making

Complete one of the following: 4

GAME 2755	Games and Social Justice	
GAME 2355	Narrative for Games	
GAME 3055	Playful Design	

Creative Making

Complete one of the following: 4

ARTG 3250	Physical Computing	
GAME 4155	Designing Imaginary Worlds	

Game Electives

Complete three GAME courses. 12

Games Major Credit/GPA Requirement

Complete 94 semester hours for the major with a 2.000 GPA.

Program Requirement

128 total semester hours required

Plan of Study

Sample Four Years, No Co-op

Year 1							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000	1	ARTF 2223 (with optional ARTF 2224)	4	Vacation	0	Vacation	0
ARTF 1122 (with optional ARTF 1123)	4	GAME 1110	4				
GAME 2500	4	MATH 1260	4				
Art history elective	4	Elective	4				
ENGW 1111	4						
		17	16		0		0

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Year 2

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTG 2260	4	GAME 2350 (Pending Approval)	4	Vacation	4	Vacation	0
GAME 1850	4	GAME 2650	4				
GAME 2010	4	GAME 2750	4				
GAME 3700	4	GAME 2950	4				
	16		16			0	0

Year 3

Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
GAME 3800	4	Creative making elective	4	Vacation	4	Vacation	0
Critical making elective	4	GAME elective	4				
GAME elective	4	Elective	4				
Elective	4	Elective	4				
	16		16			0	0

Year 4

Fall	Hours	Spring	Hours
GAME 4700	4	GAME 4701	4
ENTR 2301	4	ENTR 3305	4
GAME elective	4	Elective	4
Elective	4	Elective	4
	16		16

Total Hours: 129