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

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 and 2D Tools 5
ARTF 2223 and ARTF 2224 5D Fundamentals: Experience and Drawing and 5D Tools 5
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 4255

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 and ARTF 2224 5 Vacation 0 Vacation 0
ARTF 1122 and ARTF 1123 5 GAME 1110 4
GAME 2500 4 MATH 1260 4
Art history elective 4 Elective 4
ENGW 1111 4

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### Year 2

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**Total Hours: 131**