

Evolution and Nomenclature of Game Art and Animation

- The BFA in Digital Art was first introduced in the 2007-08 catalog as an evolution of the BS in Art, which had concentrations in Animation and Photography, to reflect the industry trends and terminology of the time. The BFA in Digital Art did not offer concentrations, but instead required students to study all areas of digital art (Animation, Photography, and Video).
- The first Game Design course, GAM U110 – Games and Society, was introduced in the 2008-09 catalog.
- The Combined Major in BFA in Digital Art and Game Design was subsequently introduced in the 2009-10 catalog, along with an expanded array of new Game Design courses. While students could focus on animation in their major electives, they were not required to do so.
- The Minor in Creative Industries was also introduced in the 2009-10 catalog. Game Design was one of the two available tracks in the minor.
- The Minor in Game Design was introduced in the 2013-14 catalog, replacing the Minor in Creative Industries.
- Beginning in the 2012-13 academic year, the Department of Art + Design began work overhauling its core programs. One component of that effort was to rework the BFA in Digital Art, which was a generalist study of all digital arts (Animation, Photography, Video). The revised program, BFA in Media Arts, allowed students the option of following a concentration in Animation, Photography, or Video, or to pursue a no concentration option.
- The BFA in Media Arts became available in the 2014-15 catalog, as was the Minor in Game Art.
- During the 2015-16 and 2016-17 academic years, work began on updating all of the combined majors that involved the older curriculum and naming practices.
- The Combined Major in Game Art and Animation was introduced and approved as the replacement for Digital Art and Game Design. This revision focuses students on the strategic relationship between Game Art and Animation, which were already parts of the older Digital Art and Game Design curricula.

To: Undergraduate Academic Review Committees
From: Department of Art+Design Undergraduate Committee
Subject: Revisions to Digital Art and Game Design Combined Major BFA Template

We are submitting these minor revisions to the template in order to achieve three goals:

Goal 1: To provide up to date requirements that reflect courses we actually teach within the Mart/Animation degree program that are a part of the Combined Major in Digital Art and Game Design. The current combined major is structure very loosely in the Digital Art component, which comprises 75% of the studio or fundamental courses. The set of elective has over time, been limited due the enrollment numbers and we are not able to offer a wide variety of courses each semester. In effect, the courses that are now requested as required game art and animation course are those that are being offered. We propose that these are prescribed as opposed to being open electives. To create a more effective program that dovetail closely with the BFA in Media Arts with Concentration in Animation we are suggesting that the Plan of Study (POS) follow the sequencing of course as offered in Animation. This POS was recently developed to maximize preparedness for students heading to COOP.

Goal 2: Students migrating through this combined major are moving towards career paths that are distinctly on the art/creative side of the field. After a review over several years of portfolio development the faculty are in agreement that faculty who are in the closest contact and advising on portfolio, and the artwork that is in the portfolio, should be faculty that are experts in this area. The is more effectively achieved by having students enroll in the MART Capstone as opposed to the Game Design Capstone. Care will be taken to schedule the capstones in both areas in simultaneous times and adjacent rooms to ensure that team based and collaborative projects are maintained as a priority.

Goal 3: To effective distinguish the domain area and the focus of the degree program and align the awareness of the programs focus to the industry and career tracks, we propose a change in the title of the program to BFA in Game Art & Animation. This title clearly identifies the thrust of the work and will make the program more visible for recruiting efforts. We think this will enhance the recruiting effort and yield a higher number of incoming students.

These changes were made in consultation with faculty from Game Design, Media Arts, as well as Art+Design as a whole. Additional consulting was undertaken with stakeholder faculty in CCIS. The faculty that participated in the discussion includes, Ed Andrews, Mike McCarthy, Russell Pensyl, Celia Pearce, Casper Hartevelt, Susan Gold, Richard Rasala.

The changes were approved by unanimous vote both in the Curriculum Committee and the Full Faculty.

	BFA in Digital Arts and Game Design - Current Requirements	BFA in Game Art and Animation -Proposed Changes
Requirement 1:	ARTF 1000 (freshman seminar)	ARTF 1000 (freshman seminar)
Requirement 2	<p>Eight introductory level classes: ARTF 1122 and 1123 (tools); ARTF1124 and 1125 (tools); ARTF2220 and 2221(tools); ARTF2223 and 2224 (tools) ARTF 1120 Remove ARTF 1121, ARTF1102 (1 credit); ARTF 1104 (1 credit)</p>	<p>Five introductory level classes: ARTF 1122 and 1123 (tools); ARTF1124 and 1125 (tools); ARTF 2220 and 2221(tools); ARTF 2223 and 2224 (tools) ARTF 1120</p>
Requirement 3:	<p>GAME 1110 Games and Society and GAME 1111 Lab ARTH 1111 Global Art + Design History ARTH 2212 Survey of the Still & Moving Image</p>	<p>GAME 1110 Games and Society ARTH 1111 Global Art and Design History: Renaissance to Modern ARTH 2212 Survey of the Still & Moving Image</p> <p>Complete one ARTH Elective Course ARTH 1100 Interactive Media and Society ARTH 1110 Global Art and Design History: Ancient to Medieval ARTH 2210 Modern Art and Design History ARTH 2211 Contemporary Art and Design History ARTH 2213 Nineteenth-Century Art ARTH 2214 American Art ARTH 2215 History of Graphic Design ARTH 4500 Arts of the African Diaspora ARTH 5100 Contemporary Art Theory and Criticism ARTH 5200 Issues in Contemporary Art ARTH 5300 Postmodernism: Theory and Practice in the Visual Arts ARTH 5400 Contemporary Visual Culture ARTH 5500 Art and New Media: History and Theory</p>

<p>Requirement 4:</p>	<p>CS 2500 Fundamentals of Computer Science 1 w/ CS 2501 Lab for CS 2500 GAME 2150 Programming for Games; GAME 3300 Game Interface Design GAME 3700 Rapid Idea Prototyping for Games GAME 3800 Game Concept Development and Production</p>	<p>GAME2500 Foundations of Game Design (4) ARTD 2100 Narrative Basics (*GAME 2355 Narrative for Games (4) should remain in DARS as a hidden option. If students, in changing majors, have taken Game 2355, it can be used to satisfy the ARTD 2100 requirement. Otherwise it should not be visible)</p> <p>ARTD 2370 Animation Basics (4) ARTD 2371 Animation Tools (1) One Media Arts Basics and Tools course from: ARTD 2360 Photo Basics with ARTD 2361 Photo Tools ARTD 2380 Video Basics with ARTD 2381 Video Tools</p>
<p>Requirement 5:</p>	<p>Digital Art Requirements Complete two of the following courses with corresponding tools courses: ARTD 2360 Photo Basics 4 SH with ARTD 2361 Photo Tools 1 SH ARTD 2370 Animation Basics 4 SH with ARTD 2371 Animation Tools 1 SH ARTD 2380 Video Basics 4 SH with ARTD 2381 Video Tools 1 SH Digital Art Electives Complete two of the following courses: ARTD 3460 Photography 1 4 SH ARTD 3470 Animation Studio 1 4 SH ARTD 3480 Video 1 4 SH ARTD 4565 Photography 2 4 SH ARTD 4570 Animation Studio 2 4 SH ARTD 4580 Video 2 4 SH</p> <p>Creative Industries Electives IM 2100 Digital Narrative 1 (changed to PSYC 1101)</p>	<p>Media Arts Requirements Complete five required courses: ARTD 3473 Animation for Games (4) ARTD 3470 Animation 1 (4) ARTD 3472 Character Design for Animation (4) ARTD 4570 Animation 2 (4) ARTD 4575 Animation 3 (4)</p> <p>Choose three GAME or A+D or other Electives</p> <p>GAME 1850 Experimental Game Design (4) GAME 2010 The Business of Games (4) Game 2555 Games for Change GAME 2650 Intro Game Research Methods (4) GAME 2750 Game Theory & Criticism (4) GAME 2755 Games & Social Justice (4) GAME 2950 Game Studio (4) GAME 3055 Playful Design (4) GAME 3300 Game Interface Design (4) GAME 3355 Game Scripting (4) GAME 3400 Level Design and Architecture (4) GAME 3300 Game Interface Design GAME 3800 Game Concept Development and Production GAME 3700 Rapid Idea Prototyping for Games</p>

CREATIVE INDUSTRIES ELECTIVES

Complete three courses from the following lists. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

Art + Design

ARTH 2210 Modern Art + Design History 4 SH

Computer Science

CS 2510 Fundamentals of

Computer Science 2 4 SH

with CS 2511 Lab for CS 2510 1 SH

CS 2800 Logic and Computation 4 SH

with CS 2801 Lab for CS 2800 1 SH

CS 3200 Database Design 4 SH

CS 3500 Object-Oriented Design 4 SH

CS 3800 Theory of Computation 4 SH

CS 4100 Artificial Intelligence 4 SH

CS 4300 Computer Graphics 4 SH

CS 4400 Programming Languages 4 SH

CS 4550 Web Development 4 SH

CS 4800 Algorithms and Data 4 SH

IS 4300 Human Computer

Interaction 4 SH

Game Design

GAME 3150 Game Design

Algorithms 4 SH

GAME 3250 Artificial Intelligence for Games 4 SH

GAME 3400 Level Design and Game Architecture 4 SH

GAME 3500 Animation for Games 4 SH

GAME 3800 Game Concepts & Development (4)

GAME 4155 Designing Imaginary Worlds (4)

GAME 4255 Generative Game Design (4)

ARTG 2260 Programming Basics (4)

ARTE 2500 Art + Design Abroad: Studio

ARTE 2501 Art + Design Abroad: History

ARTE 4901 Special Topics in Art + Design Studio

ARTE 4902 Special Topics in Art + Design History

ARTH 1100 Interactive Media and Society

ARTH 2213 19th Century Art

ARTH 2214 American Art

ARTH 4500 Art of the African Diaspora

ARTH 5200 Issues in Contemporary Art

ARTH 5300 Postmodernism: Theory and Practice in the Visual Arts

ARTH 5400 Contemporary Visual Culture

ARTH 5500 Art and New Media: History and Theory

ARTS 2330 Sculpture Basics

ARTS 2340 Painting Basics

ARTS 2341 Figure Drawing

ARTS 3449 Drawing in Mixed Media

ARTD 3460 Photography 1

ARTD 3471 Virtual Environment Design

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

ARTD 4582 Collaborative Video and Community Engagement

ARTD 4682 Video in Context: Video and Social Change

ARTG 2252 Graphic Design 1

ARTG 2300 Business Literacy for Design and Media

ARTG 3250 Physical Computing (4)

ARTG 3351 Time-Based Design

ARTG 3352 Interactive Design

CS 2500 Fundamentals of Computer Science 1 w/

	<p>GAME 3899 Topics in Game Design 4 SH</p> <p>Graphic Design</p> <p>ARTG 2250 Typography 1 4 SH with ARTG 2251 Type Tools 1 SH</p> <p>ARTG 2252 Graphic Design 1 4 SH</p> <p>ARTG 3350 Typography 2 4 SH</p> <p>Interactive Media</p> <p>IM 1110 Interactive Media and Society 4 SH</p> <p>IM 2200 Digital Narrative 2 4 SH</p> <p>IM 2300 Managing Media Development 4 SH</p> <p>IM 2400 Web Design and Development 4 SH with IM 2401 Web Development Tools 1 SH</p> <p>IM 3200 Interactive Sound Development 4 SH</p> <p>IM 3899 Topics in Interactive Media 4 SH</p> <p>Psychology</p> <p>PSYC 3452 Sensation and Perception 4 SH</p> <p>PSYC 3464 Psychology of Language 4 SH</p> <p>PSYC 3466 Cognition 4 SH</p>	<p>CS 2501 Lab for CS 2500</p> <p>GAME 2150 Programming for Games;</p> <p>PSYC 1101 Foundations of Psychology 1</p>
Requirement 6:	<p>MATH 1260 Math Fundamentals for Games</p> <p>PSYC 1101 Foundations of Psychology 1</p>	MATH 1260 Math Fundamentals for Games
Requirement 7:	<p>Advanced Writing (ENGL 3301 or ENGL 3302)</p>	ENGW 3314 (AWD for CAMD) or ENGW 3315 (Interdisciplinary AWD)
Requirement 8:	<p>GAME 4700 Game Design Capstone 1</p> <p>GAME 4701 Game Design Capstone 2</p>	<p>ARTD 4530 Media Arts Degree Project 1</p> <p>ARTD 4670 Media Arts Degree Project 2</p>