

# GAME ARTS, BFA

Students in the BFA in Game Arts use technology and play to explore complex ideas. In this program, students have access to a wide variety of high-quality technology in an environment that can only be described as invigorating and innovative. The Digital Arts department is populated with a faculty of talented artists and professionals who bring the experience of exhibiting artworks or creating for leading production studios to the classroom.

Many write for trade and professional journals, and several have authored trendsetting books. Students in this program combine artistic practice and technical skill to create rich games that use play to explore complex ideas. From quirky to challenging, aesthetics and ideas are the conceptual focus while programming and game theory ensure that students have the skills to deliver fully realized games.

Courses include game theory, game design, animation, mechanics-dynamics-aesthetics, programming, and a range of gaming studio courses. Recommended electives include special effects, AR/VR, physical computing, and animation narrative.

Course	Title	Credits
<b>Semester 1</b>		
FDC-140	Visualization/Representation	3
FDC-160	Light Color Design Lab	3
FDC-150	Space, Form, Process	3
HAD-111	Themes in Art and Culture I	3
HMS-101A	Literary and Critical Studies I	3
<b>Credits</b>		<b>15</b>
<b>Semester 2</b>		
FDC-141	Visualization/Representation/Concept	3
FDC-161	Light Color Design Studio	3
FDC-180	Time and Movement	3
HAD-112	Themes in Art and Culture II	3
Social Science "Global" Core Elective		3
<b>Credits</b>		<b>15</b>
<b>Semester 3</b>		
DDA-271	Game Coding I	3
DDA-240	3D Modeling I	3
DDA-273	Game Studio I: Game Theory	3
History of Art and Design Elective		3
Social Science "Thinking" Core Elective		3
<b>Credits</b>		<b>15</b>
<b>Semester 4</b>		
DDA-274	Game Coding 2	3
DDA-275	Character Design for Games	3
DDA-276	Game Studio 2: Mechanics, Dynamics, Aesthetics	3
HMS-201A	Literary and Critical Studies II	3
Math/Science Core Elective		3
All Institute Elective		3
<b>Credits</b>		<b>18</b>
<b>Semester 5</b>		
DDA-371	Game Coding 3	3

DDA-372	Lighting and Texturing for Games	3
DDA-373	Game Studio 3	3
Pratt Integrative Course (PIC)		3
Liberal Arts Post-Core Elective		6
<b>Credits</b>		<b>18</b>
<b>Semester 6</b>		
DDA-374	Game Coding 4	3
DDA-375	Animation for Games	3
DDA-394	Senior Project Development: Game Arts	3
Liberal Arts Post-Core Elective (300/400 level)		3
History of Art and Design Elective		3
All Institute Elective		3
<b>Credits</b>		<b>18</b>
<b>Semester 7</b>		
DDA-404	Senior Projects I: Game Arts	3
Liberal Arts Post-Core Elective (300/400 level)		6
Department Elective		3
All Institute Elective		3
<b>Credits</b>		<b>15</b>
<b>Semester 8</b>		
DDA-414	Senior Projects II: Game Arts	3
DDA-418	Professional Practices: Game Arts	3
Department Elective		3
All Institute Elective		3
<b>Credits</b>		<b>12</b>
<b>Total Credits</b>		<b>126</b>

The BFA in Game Arts is a rigorous concentration that engages this medium with the philosophical underpinnings of *Instrumentalized Design*, explored through the acquisition of technical skills. Upon graduation students are prepared to be immediately engaged in the gaming industry.