

CCA course guide Game Arts

This chart outlines a recommended path towards graduation for students matriculating in Fall 2022 or Spring 2023. Your schedule should be based on individual requirements according to your current records in Workday Student.

FIRST YEAR - FRESHMAN					
	First Year Core Studio		Intro to Major Electives	H & S Requirements	
Semester 1	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) 3 units	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) 3 units	Studio Elective 3 units	Introduction to the Arts HAAVC 1040 3 units	Writing 1 3 units
Semester 2	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) 3 units	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) 3 units	Game Arts 1 GAMES 1000 3 units	Introduction to the Modern Arts HAAVC 1080 3 units	Foundations in Critical Studies CRTSD 1500 3 units

SECOND YEAR - SOPHOMORE					
	Major Requirements			H & S Requirements	
Semester 3	Game Arts 2: Technologies GAMES 2000 3 units	Game Design GAMES 2100 3 units	Interactive Storytelling GAMES 2300 3 units	2000-level H&S Take one from each category** 3 units	2000-level H&S Take one from each category** 3 units
Semester 4	Game Arts 3: Animation GAMES 2500 3 units	Game Development GAMES 2200 3 units	Game Arts Workshop GAMES 2700 or 3700 3 units	Media History: Game Arts GAMES 3600 3 units	Writing 2 3 units

THIRD YEAR - JUNIOR					
	Major Requirements			H & S Requirements	
Semester 5	Junior Game Project 1 GAMES 3000 3 units	Critical Game Design GAMES 3100 3 units	Upper Division Interdisciplinary Studio (UDIST 3000) 3 units	2000-level H&S Take one from each category** 3 units	2000-level H&S Take one from each category** 3 units
Semester 6	Junior Game Project 2 GAMES 3020 3 units	Game Arts Workshop 3 units	Critical Ethnic Studies Studio (ETHST 2000) 3 units	2000-level H&S Take one from each category** 3 units	2000-level H&S Take one from each category** 3 units
JUNIOR REVIEW*					

FOURTH YEAR - SENIOR					
	Major Requirements			H & S Requirements	
Semester 7	Senior Game Project 1: Development GAMES 4000 3 units	Advanced Games Production Studio GAMES 4700 3 units	Studio Elective or Internship 3 units	H&S Electives 2000/3000 Level - 6 Units must be 3000 Level*** 3 units	H&S Electives 2000/3000 Level - 6 Units must be 3000 Level*** 3 units
Semester 8	Senior Game Project 2: Production Games 4020 3 units	Advanced Games Production Studio GAMES 4700 3 units	Studio Elective 3 units	H&S Electives 2000/3000 Level - 6 Units must be 3000 Level*** 3 units	H&S Electives 2000/3000 Level - 6 Units must be 3000 Level*** 3 units

15 Units/ Semester, Total Units to Graduate = 120	*Students must complete a Junior Portfolio Review during their second semester of their Junior Year in order to continue on to Senior - Fourth Year	**2000 Level H&S Categories: ETHSM, LITPA, PHCRT, SSHIS, SCIMA, HAAVC
		***H&S Electives: 2000 or 3000 Level. At least 2 Courses (6 Units), must be 3000 Level. Categories: ETHSM, LITPA, PHCRT, SSHIS, SCIMA, HAAVC, WRLIT.