

CCA course guide Game Arts

This chart outlines a recommended path towards graduation for students matriculating in Fall 2021 or Spring 2022. 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) <i>3 units</i>	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) <i>3 units</i>	Studio Elective <i>3 units</i>	Introduction to the Arts HAAVC 1040 <i>3 units</i>	Writing 1 <i>3 units</i>
Semester 2	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) <i>3 units</i>	First Year Core Studio (FYCST 1000, 1040, 1080 OR 1120) <i>3 units</i>	Game Arts 1 GAMES 1000 <i>3 units</i>	Introduction to the Modern Arts HAAVC 1080 <i>3 units</i>	Foundations in Critical Studies CRTSD 1500 <i>3 units</i>

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

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

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

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.