

GAME ART

ADVISING WORKSHEET

Year 1

FALL		
FN 101	Color + Composition	3
FN 103	Observation + Visualization	3
	Studio Electives	3
HS 113	Writing & Analysis I	3
HS FYS	FYLA Seminar	3
TOTAL		15

SPRING		
FN 102	Form + Structure	3
DE103 or FN104	Intro to Visual Communications or Time + Motion	3
FN 140	Intro to Visual Arts History (H)	3
HS 112	Writing & Analysis II	3
	College or Open Electives	3
TOTAL		15

Year 2

FALL		
DE 223	Systems	3
DE 229	Digital Tools for Motion or Interaction	3
DE 233	The Western Design Canon (H)	3
Gen Ed	General Education	3
	College or Open Electives	3
TOTAL		15

SPRING		
GA 224	Game Systems	3
GA 226	3D Modeling	3
IA 250	Professional Practices in the Arts	3
Gen Ed	General Education	3
	College or Open Electives	3
TOTAL		15

Year 3

FALL		
GA 323	Immersive Game Studio	3
GA 333	Parallel Views: Narratives of Design (H)	3
	Studio Electives	3
Gen Ed	General Education	3
Gen Ed	General Education	3
TOTAL		15

SPRING		
GA 324	Collaborative Game Studio	3
GA 334	Gaming History: Parallel Narratives (H)	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
TOTAL		15

Year 4

FALL		
	Game Art Professional Practices	3
GA 423	Game Art Research	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
TOTAL		15

SPRING		
GA 424	Game Art Capstone Project	3
GA 444	Game Art Exhibition Seminar	3
	Studio Electives	3
Gen Ed	General Education	3
	College or Open Electives	3
TOTAL		15

Credits To Be Completed 120

Policies to Know

CREDIT LOAD: 12 credits or more is full time. To take more than 18 credits, you must be approved by the registrar. You must pay per credit over 18.

ADD/DROP: You can add or drop classes through the 8th day of the semester. After that day, you may drop a class and your transcript will show a W (withdrawal) through the 11th week of the semester.

GRADE FORGIVENESS: If you receive a C- or below, you may apply to repeat the course one time using this policy. Both attempts will appear on your transcript, but only the second attempt will factor into your GPA. Applications

TRANSFER CREDITS: All transfer credits from work prior to Cornish should be received by the end of your first semester at Cornish. To complete courses at outside institutions and transfer credits back after you have started at Cornish, you must complete a *Transfer After Matriculation* Form. Without this the credits will not transfer.

RESIDENCY: You must complete at least 60 credits at Cornish. Your final two semesters must be taken only at Cornish. You cannot transfer in any credits during your last two semesters.

GAME ART

GRADUATION REQUIREMENTS

General Education: 30 Credits

First Year Studies	9 cr.	Writing & Analysis I	<input type="checkbox"/>
		Writing & Analysis II	<input type="checkbox"/>
		FYLA Seminar	<input type="checkbox"/>
Global Learning (G)	9 cr.		<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
Integrative Learning (I)	9 cr.		<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>
Biological Sciences (B)	3 cr.		<input type="checkbox"/>

Writing Intensive (WI): Non-Credit Bearing

# 1 Course	NC		<input type="checkbox"/>
------------	----	--	--------------------------

Histories of the Arts (H): Non-Credit Bearing

# 1 Course	NC	<i>The Western Design Canon (H)</i>	<input type="checkbox"/>
# 2 Course	NC	<i>Parallel Views: Narratives of Design (H)</i>	<input type="checkbox"/>

Done!

College Electives: 6 Credits

These courses must be outside of the Design Home Department	Credits	Course Titles	<input type="checkbox"/>
	3		
3		<input type="checkbox"/>	

Done!

Open Electives: 12 Credits

These courses can be ANYTHING - Inside or outside the Design Home Department	Credits	Course Titles	<input type="checkbox"/>
	3		
3		<input type="checkbox"/>	
3		<input type="checkbox"/>	
3		<input type="checkbox"/>	

In-Major: 72 Credits

	Credits Required	Course Titles	Done!
Foundation Studios	12	Color + Composition	<input type="checkbox"/>
		Observation + Visualization	<input type="checkbox"/>
		Form + Structure	<input type="checkbox"/>
		Intro to Visual Communications or Time + Motion	<input type="checkbox"/>
Core Studios	27	Systems	<input type="checkbox"/>
		Digital Tools for Motion or Interaction	<input type="checkbox"/>
		Game Systems	<input type="checkbox"/>
		3D Modeling	<input type="checkbox"/>
		Immersive Game Studio	<input type="checkbox"/>
		Collaborative Game Studio	<input type="checkbox"/>
		Game Art Research	<input type="checkbox"/>
Studio Electives	15	Game Art Capstone Project	<input type="checkbox"/>
		Game Art BFA Exhibition	<input type="checkbox"/>
		Studio Electives - 100 level	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
Histories & Writing	12	Studio Electives	<input type="checkbox"/>
		Studio Electives	<input type="checkbox"/>
		Intro to Visual Arts History (H)	<input type="checkbox"/>
		The Western Design Canon (H)	<input type="checkbox"/>
Professional Practices	6	Parallel Views: Narratives of Design I (H)	<input type="checkbox"/>
		Parallel Views: Narratives of Design II (H)	<input type="checkbox"/>
TTL In-Major	72	Professional Practices in the Arts	<input type="checkbox"/>
		Game Art Professional Practices	<input type="checkbox"/>

Helpful Contacts

Department Chair: Lyall Bush | lbush@cornish.edu

Department Coordinator: Sarah Lenoue | slenoue@cornish.edu

Academic Advisor: Yanmei Shi | yshi@cornish.edu

Success Coach: Nicholas Russell | nrussell@cornish.edu