BFA Concentration in Interaction & Game Design

Interaction Design focuses on the creation of meaningful experiences expressed as interactive applications and objects. Game Design applies this to entertainment, both experimental and commercial. Students analyze interactivity in art, design, and everyday life, acquire skills and develop prototypes, and work in collaborative teams to produce successful games and creatively solve real-world problems.

Students with this degree can be directly positioned for careers as:

- User Experience (UX) Designer
- Interaction Designer
- Game Designer
- Web Designer
- User Interface (UI) Designer
- User Experience (UX) Researcher
- Level Designer
- Product Designer
- Design Director
- Information Designer/Information Architect

Students with this degree and a minor from another department (for example, Computer Science, Communication, or Business) can be directly positioned for careers as:

- Project Manager
- Game Developer
- Social Media Manager
- Web Content Strategist
- Front-End Web Developer
- Product Manager

THE ART DEPARTMENT

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copies of this flyer available at goo.gl/kvaPST

CAL STATE EAST BAY

Roadmap for Interaction & Game Design BFA with Ohlone equiv's

1 Lower Division Foundation (18 units)	Course #	Course Title & Ohlone Equivalents
	Art 100	Fundamentals of Drawing (Ohlone ART 106A)
	Art 101	Photography 1 (Ohlone ART 139A or GA 169A)
	Art 102	2D Processes (Ohlone ART 104A)
	Art 103	3D Processes (Ohlone ART 104B)
	Art 104	4D Processes (Ohlone MM 102A)
	Art 120	Monuments of World Art (Ohlone ART 103C)

2 Lower Division Interaction & Game Design (18 units)	Course #	Course Title & Ohlone Equivalents
	Art 127	History of Play & Games (Ohlone no equiv)
	Art 152	Web Design 1 (Ohlone MM 105)
	Art 241	4D Project Development & Pre-Production (Ohlone no equivalent)
	Art 251	Interaction Design (Ohlone no equivalent)
	Art 255	Game Design 1 (Ohlone MM 118)
	Art 259	Ineraction Design Studio I: Tools for Designers (Ohlone MM-113)

Only 100 and 200 level courses have transfer equivalents.
Upper Division courses at any CSU or UC (Cal State East Bay 300 & 400 levels)
cannot be covered by Community College courses

3 Upper Division Foundation (16 units)		
	Art 323	Modern Media, Art & Culture 1
	Art 326	Contemporary Visual Studies 1
	Art 496	Special Topics
	Choose ONE	
	Art 420	Comparative World Art 2
	Art 423	Modern Media, Art and Culture 2
	Art 426	Contemporary Visual Studies 2
	Art 491	BFA Critique = 1 unit (take once a semester for 3 semesters)
	Art 440	Forum = 1 unit

3 Upper Division Interaction & Game Design (15 units)		
	Art 351	User Experience Theory & Design
	Art 352	Web Design 2: Screen Interactions
	Art 356	Interactive Design Studio 2
	Choose TWO	
	Art 242	Audio Production (Ohlone BRDC 131)
	Art 355	Game Design 2
	Art 357	Interactive Design Studio 3
	Art 452	Web Design 3 — Connected World
	Art 455	Game Development Team Project

Complete all Upper Division Courses before commencing your Capstone

4 Capstone (3 units)	Art 493B	**Interaction & Game Design Senior Project**