Checklist for Certificate in Game Art

Last Revised 11.27.17

The following is a current list of approved courses open to Game Art Certificate students to fulfill the 12 credit hour requirement. Enrolled students may petition to substitute alternative courses for their certificate credit.

Game Art Certificate Program Course Requirements

Core requirements: 6 credit hours:		Credit Hours	Semester Taken
FAA5131/6031	Animation Art	3	
FAA5132/6032	Game Art	3	

Elective requirements: 6 credit hours of any of the following courses:			
FAA2031	Introduction to Animation Art	3	
FAA2032	Introduction to Game Art	3	
FAA2033	Introduction to Interactive Art	3	
FAA2034	Introduction to Internet Art	3	
FAA2035	Introduction to New Media	3	
FAA2036	Introduction to Programming for Artists	3	
FAA2037	Introduction to Sound Art	3	
FAA4031	Advanced Electronic Art	3	
FAA5133/6033	Interactive Art	3	
FAA5134/6034	Internet Art	3	
FAA5135/6035	New Media	3	
FAA5136/6036	Programming for Artists	3	
FAA5137/6037	Sound Art	3	
ARTE6022	Philosophy of Technology	3	
CODE/GRCD3021	Design Systems 1	3	

Total Credit Hours Earned (Minimum 12 CH) _____