NYU Game Center
Game Design BFA Curriculum Overview

FUNDAMENTALS
Year 1
must be completed before any other classes

Intro to Game Studies
Games 101
Intro to Game Design
Intro to Game Dev.
Intro to Game Programming

BASIC
Years 2-3
Each is a requirement for the rest of its track

Games & Players
Intermediate Game Design
Dev Studio: Modding
Intermediate Game Programming

INTERMEDIATE
Years 2-4
Students can specialize as they like. Some courses may have specific prerequisites in addition to the basic course for its track.

Writing About Games
History of Design and Play
Advanced Game Design
Dev Studio: Project
Level Design
Project Management
Visual Communication

ADVANCED
Years 3-4
These classes all require some amount of intermediate prerequisites.

Advanced Topics Seminars
Narrative Game Systems
Adv. Studio: Big Games
Adv. Studio: FPS
Advance Studio: Experimental Gameplay
Adv. Studio: Platformer
Designing Games for Impact
Adv. Studio: Mobile

THE “CORE”
The 9 courses with the double outline are required to be taken by all BFA students prior to graduation.
Capstone OR Honors capstone is required as part of the core - but not both.

CREDIT REQUIREMENTS

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NOTES
Any STUDIO class is a class where students spend a semester making 1-4 games.
Each student is required to take 1 semester of CAPSTONE where they complete a capstone project. A two-semester HONORS CAPSTONE program is open to selected projects through an application process.

CAPSTONE PROJECT

Game Center
Game Studies
Game Design
Game Dev.

PRODUCTION AREAS

PROD: PROGR.
PROD: VISUAL
PROD: AUDIO
PROD: BUSINESS

PROJ: FPS
PROJ: Platformer

Seniors Capstone
Honors Senior Capstone 1
Senior Capstone 2

GENERAL ED REQUIREMENTS

- Expository Writing x2
- Humanities x2
- Sciences (hard & social) x2