



### THE "CORE"

The 9 courses with the double outline are required to be taken by all BFA students prior to graduation.

Only 1 semester of Capstone is required as part of the core.

### CREDIT REQUIREMENTS

Game Center	Electives	Gen Ed (CAS)	credits
56	28	44	avg. classes (4 creds)
14	7	11	

General Ed Requirements

Sciences (hard & social) x2	Expository Writing x2	Humanities x2
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Each student is required to take 1 semester 1 semester of CAPSTONE where they complete a capstone project to Beta state.

Students can apply for the second semester of CAPSTONE, which focuses on finishing projects from 1st semester and strategies for launching them to the public.

## GAME STUDIES

### + Intro to Game Studies

Theory and critical thinking fundamentals

*What happens:* discussion, multiple short papers

### Games and Players

Psychology, sociology, playtesting, audience

*What happens:* discussion, readings, 2 papers

### Intermediate Game Studies

Deeper critical thinking fundamentals

*Prerequisite:* Intro to Game Studies

*What happens:* papers, readings

### Advanced Topics Seminars

Advanced specialized deep explorations of a topic

*What happens:* discussion, reading, 2 papers

### Tackling Representation in Games

How games represent sex, race, and more

*What happens:* discussion, reading, papers

## CRITICAL PLAY

### + Games 101 (UG/G)

Broad survey history of games

*What happens:* lectures, short papers, tests, play

### Games Journalism (UG/G)

How industry journalism works. Writing criticism

*What happens:* writing, editing, video

## GAME DESIGN

### + Intro to Game Design

Fundamentals of design, iteration, prototyping

*What happens:* group non-digital games

### Intermediate Game Design

+ RPGs, CCGs, design docs, complex problems

*What happens:* discussion, reading, 2 papers

### Boardgame design (UG/G)

Design of commercial tabletop games

*What happens:* solo & group design projects

### Toy Design (UG/G)

Physical play, design process, toy design

*What happens:* group toy creation

### Advanced Game Design

Design as research, theory + practice

*What happens:* 1 main project

### Level Design

2D and 3D level design and production

*What happens:* a few projects / tools

## CRITICAL PLAY LABS

### Tabletop Literacy - 2 Cr. (UG/G)

Understanding important tabletop games

*What happens:* critical game play, 1 paper

### Game Feel - 2 Cr.

Understanding how to create good game feel

*What happens:* analysis, design, development

### Indie RPGs - 2 Cr. (UG/G)

Understanding important shortform RPGs

*What happens:* critical game play, 1 paper

### Starcraft - 2 Cr. (UG/G)

eSports and expert play

*What happens:* train gameplay skills, 1 paper

### Looking Glass - 2 Cr. (UG/G)

Critical history of narrative immersive sim

*What happens:* critical game play, 1 paper

## GAME DEVELOPMENT

### + Intro to Game Development

Gentle intro to code, art, sound, production

*What happens:* solo project for whole class

### + Intermediate Game Development

Modding, tools, 3D workflow

*Prerequisite:* Intro to Game Development

*What happens:* solo 3D level design project

### + Game Dev: Team Studio

Unity, first big group project

*What happens:* learn Unity + 1/2 semester project

### + Game Dev: Solo Studio

Rapid prototyping, small-scale solo game dev

*What happens:* learn Phaser + 3/4 semester project

### Project Management - 2 Cr.

Producer role, tools, techniques

*What happens:* uses a current class project as case study

### Production Workshop

Labor pool for graduate / senior? projects

*What happens:* students work on other projs

### Designing for the Met

Work with a real client to develop prototypes

*What happens:* design, prototyping, critique

### Designing for Times Square

Designing public space interactive projects

*What happens:* design and development.

### VR Studio

Designing games and virtual world applications

*What happens:* design and development

## GAME PROGRAMMING

### + Intro to Programming for Games

Gentle introduction for non-programmers

*What happens:* lectures, exercises, solo games

*Tools:* Processing/Java, C#/Unity

### + Intermediate Programming for Games

Continued development of coding knowledge

*Prerequisite:* Intro to Game Programming

*What happens:* lectures, excs, solo/group games

*Tools:* C#/Unity

### NYU TANDON / Advanced Game Programming

Object oriented programming

*Prerequisite:* Intermediate Game Programming

*What happens:* lecture, lab, homework, exams

*Tools:* C++

## VISUAL DESIGN

### + Intro to Visual Communication

Visual thinking and communication

*What happens:* solo visua design projects

### User Interface / User Experience

Visual and interactive design for players

*What happens:* analysis, design, development

## CAPSTONE

### + Capstone 1

Students take a project to Alpha/Beta phase

*What happens:* single project, guided process

### Capstone 2

Selected Capstone 1 projects get a 2nd semester

*What happens:* continued work on Capstone project

*Required:* Capstone 1 + selection process

### NOTES

*All classes are 4 credits unless indicated*

*Courses required for the BFA are marked with a “+”*

*Classes that admit grad students are labeled “(UG/G)”*