

Game Art and Animation, BFA (Boston)

Game art and animation offers students an opportunity to master visual arts and animation within the game medium. The program focuses on developing the depth of knowledge required to be successful in a highly competitive industry. The continuing revolution in digital computing and animation has produced a rapidly evolving field for artists who create aesthetics, characters, and environments for games. The major encourages students to think critically and work collaboratively in multidisciplinary teams. The collaborative approach helps all team members to understand the context in which their asset contributions are used and to develop visual design skills in the service of larger experiential goals. Students will have a home college in the College of Arts, Media and Design but will have a minimum of four interdisciplinary courses where students interact and work together with students in the other degrees.

Working in the interdisciplinary game areas, the program fosters experiential learning opportunities utilizing diverse intersections of skills merging artistic practice and expression blended with technology. Focus is on establishing core skills that engage critical thinking in preparation for professional practice in game art and asset creation or moving on to advanced study. Students will have an opportunity to develop tools to succeed, eagerness to innovate, and skills to become next-generation entrepreneurs in an ever-changing games and media landscape. Practical and technical experiential training will be offered via Northeastern University's world-renowned co-op program.

Program Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

NUPath Requirements

All undergraduate students are required to complete the NUPath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

NUPath requirements Creative Expression (EI), Interpreting Culture (IC), Societies and Institutions (SI), and Analyzing/Using Data (AD) are met through the major course requirements. All other NUPath requirements must be met through electives.

Game Art Courses

Code	Title	Hours
ARTF 1000	Art and Design at Northeastern	1
Art + Design Fundamentals Required		
ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	2
Art + Design Fundamentals Electives		
Complete 6 semester hours from the following:		6
ARTF 1200	Representational Drawing	
ARTF 1210	Abstract Drawing	
ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	
ARTF 1230 and ARTF 1231	Making with Form and Materials and Making with Form and Materials Tools	
ARTF 1250 and ARTF 1251	Designing Interactive Experiences and Designing Interactive Experiences Tools	
Art History Required		
ARTH 1001 and ARTH 1002	Visual Intelligence and Seminar in Visual Intelligence	4
ARTH 2212	Survey of the Still and Moving Image	4
Art History Elective		
Complete 4 semester hours from the following:		4
ARTH 1100	Interactive Media and Society	
ARTH 2200	Topics in Design History	
ARTH 2210	Modern Art and Design History	
ARTH 2211	Contemporary Art and Design History	
ARTH 2215	History of Graphic Design	
ARTH 2311	The Science of Art, the Art of Science	

ARTH 2312	Revolutionary Design and Propaganda in Eastern Europe	
ARTH 2313	Global Networks in Early Modern Art and Visual Culture	
ARTH 3000	Topics in Visual Studies	
ARTH 3211	Performance Art	
ARTH 4000	Topics in Visual Studies	
ARTH 5600	Landscape and Ecology in Visual Culture	
Game Art Required		
ARTD 1001 and ARTD 1002	Media Art, Culture, and Social Justice and Seminar for ARTD 1001	4
ARTD 2100 or GAME 2355	Narrative Basics Narrative for Games	4
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
Complete 5 semester hours from the following:		5
ARTD 2360 and ARTD 2361	Introduction to Photography and Photo Tools	
ARTD 2380 and ARTD 2381	Video Basics and Video Tools	

Animation and Game Design Courses

Code	Title	Hours
Animation		
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4
ARTD 3472	Character Design for Animation	4
ARTD 3473	Animation for Games	4
ARTD 4570	Animation 2	4
ARTD 4575	Animation 3	4

Code	Title	Hours
Electives		
Complete 16 semester hours from the following as long as prerequisites have been met. At least 4 semester hours must be at the 4000 level:		16

Game Design

GAME 1850	Experimental Game Design	
GAME 2010	The Business of Games	
GAME 2650	Introduction to Game Research Methods	
GAME 2750	Games Criticism and Theory	
GAME 2755	Games and Social Justice	
GAME 2950	Game Studio	
GAME 3300	Game Interface Design	
GAME 3400	Level Design and Game Architecture	
GAME 3700	Rapid Idea Prototyping for Games	
GAME 3800	Game Concept Development	
GAME 4000	Topics in Game Design	
GAME 4155	Designing Imaginary Worlds	
GAME 4460	Generative Game Design	
GAME 4600	Game Production	

Art and Design

If ARTD 3000 Topics in Media Arts (or any other topics course in the options listed below) is completed more than once, the additional completions may be allowed toward the electives.

ARTD 2000	Introduction to Immersive Media	
ARTD 2340	Introduction to Computational Creative Practice	

ARTD 3000	Topics in Media Arts
ARTD 3460	Photography: Concept + Process
ARTD 3471	Virtual Environment Design
ARTD 3480	Video: Sound and Image
ARTD 4565	Photography: Visual Strategies + Context
ARTD 4660	Studio Photography
ARTD 4661	Photography: Experimental Processes
ARTE 2500	Art and Design Abroad: Studio
ARTE 2501	Art and Design Abroad: History
ARTE 4901	Special Topics in Art and Design Studio
ARTG 2252	Graphic Design Principles
ARTG 2262 and ARTG 2263	Prototyping with Code and Lab for ARTG 2262
ARTG 3100	Physical and Digital Fabrication
ARTG 3250	Physical Computing
ARTH 1100	Interactive Media and Society
ARTS 2340	Painting Basics
ARTS 2341	Figure Drawing
ARTS 3449	Drawing in Mixed Media
<i>Additional Elective Options</i>	
CS 2000 and CS 2001	Introduction to Program Design and Implementation and Lab for CS 2000
PSYC 1101	Foundations of Psychology

Capstone Requirement

Code	Title	Hours
ARTD 4530	Media Arts Degree Project	4

Supporting Course

Code	Title	Hours
MATH 1260	Math Fundamentals for Games	4

Writing Requirement

Code	Title	Hours
ENGW 3314 or ENGW 3315	Advanced Writing in the Arts, Media, and Design Interdisciplinary Advanced Writing in the Disciplines	4

Major Credit Requirement

90 semester hours required in the major

Program Requirement

130 total semester hours required

Plan of Study

Sample Plan of Study

FOUR YEARS, TWO CO-OPS IN SPRING/SUMMER FIRST HALF

Year 1							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTF 1000		1 ARTD 2370 and ARTD 2371		5 Elective		4 Elective	4
GAME 2500		4 GAME 1110		4 GAME or A+D elective		4 Elective	4
ARTF 1240 and ARTF 1241		2 ARTF elective		2			
ARTF elective		2 ARTF elective		2			
ARTD 1001 and ARTD 1002		4 GAME or A+D elective		4			

ENGW 1111	4	EEAM 2000	1				
	17		18		8		8
Year 2							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 3470	4	Co-op		0 Co-op		0 Elective	4
ARTD 3473	4					Elective	4
ARTH 1001 and ARTH 1002	4						
GAME 2355 or ARTD 2100	4						
	16		0		0		8
Year 3							
Fall	Hours	Spring	Hours	Summer 1	Hours	Summer 2	Hours
ARTD 3472	4	Co-op		0 Co-op		0 Elective	4
ARTD 4570	4					Elective	4
ARTH 2212	4						
Advanced writing in the disciplines	4						
	16		0		0		8
Year 4							
Fall	Hours	Spring	Hours				
ARTD 4575	4	ARTD 4530	4				
ARTH elective	4	GAME or A+D elective	4				
GAME or A+D elective	4	Elective	4				
Intro to photo or video basics	5	Elective	4				
	17		16				
Total Hours: 132							