BA in Games and Interactive Media

Make a Difference as a Video Game Designer

54-56 units

Bring your creative ideas to life as you prepare for an innovative career in the games and interactive media industries. This immersive degree program (https://www.apu.edu/vpa/programs/games-major/) is a confluence of story and play; we believe that truth may be found in both.

Learn to build games of all types, benefitting from a well-rounded curriculum that integrates the iterative process of storytelling, game mechanics, art, sound, and more. Study under supportive faculty-mentors who work in the industry, and alongside a collaborative community of students engaged in art and design. Capitalize on the department's connections with video game companies such as Blizzard, EA, and Square Enix, and APU's proximity to the multimedia industry hub of Los Angeles.

At APU, we are not simply game makers, we are game changers!

Requirements

Code	Title	Units
GAME 101	Game Development Process	2
GAME 105	Game Studies	2
GAME 111	Game Art I	3
GAME 115	Game Development I	3
GAME 121	Game Production	2
GAME 130	Game Design and Theory	3
GAME 135	Programming for Interactive Media	3
CINE 200	History of Art and Music for Cinematic Arts	3
GAME 210	Game Narrative	3
GAME 211	Game Art II	3
GAME 215	Game Level and Environmental Design	3
GAME 221	Game UX and UI Design	2
GAME 225	Game Development II	3
GAME 231	Game Audio	3
GAME 310	Game Prototype Studio	3
GAME 321	Game Visual Effects [Proposed]	3
GAME 325	Game Development III	3
GAME 394	Game Studio Apprenticeship	3
GAME 475	Civic Engagement Through Games [1,2]	1-3
or CINE 490	Internship and Career Preparation for Cinematic Arts	
GAME 494	Game Studio Capstone I [3]	3
Total Units		**54-56**

[1]   Students may take 1-3 units of CINE 490.
[2]   GAME 475 meets the General Education Civic Knowledge and Engagement requirement.
[3]   Meets the General Education Integrative and Applied Learning requirement.

Program Learning Outcomes

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Students who successfully complete this program shall be able to:

1. demonstrate broad understanding of game design and development, focusing on game theory and mechanics, level and environmental design, immersion, game user experience.

2. apply critical principles and skills pertinent to games and interactive media duties in their employment and professional practice.

3. work in diverse global contexts and apply universally respectful and globally centric practices pertinent to games and interactive media duties in international and domestic contexts.

4. demonstrate understanding of contemporary research questions, results, and areas of application relating to the design and development of computer games.