Game Design and Development - BFA

Suggested <u>Fall</u> Semester in English (*30 credits, which would equal 12 UW-Stout credits**)
Students will also take a *Swedish for International Students* language course equal to 7.5 Skovde credits

1. Single Project Course for Entire Semester	
Project Studies in New Media (15 credits) (2 classes - DES 361 and GDD 325 (*or other DES XXX and GDD XXX*)	
2) Workshop for 1st half of semester	3) Workshop for 2nd half of semester
Motion Capture (7.5 credits) (DES 378)	Technical Animation (7.5 credits) (DES 378)
-or-	-or-
Film History (7.5 credits) (ARTH 341)	Introduction to Game Design (7.5 credits) (GDD 100)
-or-	-or-
Experimental Sound Environments (7.5 credits) (ART XXX)	Algorithms & Data Structures (7.5 credits) (CS 244?)

*7.5 Skovde Credits = 3 Stout Credits