

# CREATIVE ARTS AND TECHNOLOGY - GAME DEVELOPMENT AND DESIGN CONCENTRATION (B.A.)

## Program Requirements

Code	Title	Credits
<b>A. First Year Seminar</b>		
FYS 100	First Year Seminar	3-4
<b>B. Mathematics</b>		
MTH 130	Transition to Collegiate Mathematics	4
MTH 141	College Algebra	4
or MTH 161	Precalculus	
<b>C. Writing</b>		
Students who take WRT 102 must then take WRT 108. Students who take WRT 105A must then take WRT 109.		
WRT 105A	Argumentative and Analytic Writing (or WRT 102 Enhanced Argumentative and Analytic Writing)	4
or WRT 106A	Accelerated Argumentative and Analytic Writing	
WRT 108	Enhanced Synth/Research Writing	4
or WRT 109	Synthesis Research Writing	

## Major Requirements

Code	Title	Credits
<b>Required Courses</b>		
CAT 108	Introduction to Game Design	3-4
CAT 121A	CAT Foundation Studio	4
CAT 253	Digital Game Design	3-4
CAT 237	Group Game Project I	4
CAT 264	Computer Imaging	3-4
CAT 308B	Precapstone-Game Project	3-4
CAT 380A	Internship I	3-4
CAT 408A	Pre-Capstone: Game Development	4
CAT 420	Capstone Project I	4
Select one of the following:		
CAT 194 3D Design		
CAT 198 Design I		
Select one of the following:		
CAT 120	Drawing I	
CAT 134	Drawing For 2-D Animation	
CAT 217A	Drawing II	
Select 2 CAT courses		6-8

## Bloomfield College General Education

Click here for a list of courses that fulfill General Education categories (<http://catalog.montclair.edu/programs/general-education-requirements-bloomfield/>)

Code	Title	Credits
Take one course from Aesthetic Appreciation Skills		
Take one course from Communication Skills		
Take one course from Scientific & Technical Skills		
Take two courses from the following: One course from Transcultural & Global Awareness AND one course from Transcultural & Global Awareness OR Civic Engagement		
Take one course from Technological & Digital Literacy Skills		

## Writing Intensive

Complete two writing intensive courses.

## Upper Level Course Requirement

Complete 15 courses at the 200-level or higher