HOUSTON CHRISTIAN UNIVERSITY DEGREE PROGRAM PLAN
BACHELOR OF FINE ARTS (BFA)
VIDEO GAME DESIGN MAJOR

Houston Christian UNIVERSITY

NAME: _____ H# _____ DATE: _____

CATALOG YEAR: **2023/2024**

Candidates for a single major undergraduate baccalaureate degree must complete a total of at least 125 credit hours along with the following requirements:
- No fewer than 30 semester hours of upper / advanced level (3000 or 4000) courses.
- No more than 6 credit hours in Kinesiology activity courses or other student activity hours will count towards the 125 credit hour requirement.
- Complete the Liberal Arts Core Requirements (certain majors may have their own prescribed Liberal Arts Core Requirements--please see your advisor in your major.)
- Complete a minimum of 30 hours or 25% of the required hours, whichever is greater, of residency at HCU including at least 12 advanced credit hours in the major.
- Cumulative GPA of at least 2.00 with no grade below "C" in courses required for the major.
- If completing a MINOR, at least 9 upper level hours of RESIDENCY at HCU included in the MINOR w/grade of C or higher in all courses.
- Additional lab hours will be required for Studio Art courses (1hr/week = 2000/3000 level, 2hrs/week = 4000 level).

Once admitted and enrolled at HCU, each student MUST:
- Receive prior approval for any courses taken at another college (once an undergraduate student has enrolled at HCU, no more than 18 semester hours total will be accepted for transfer credit.)
- File a degree plan with the Office of Academic Records <u>before</u> 64 credit hours have been completed.
- File a graduation application at least one (1) semester <u>before</u> anticipated date of graduation.

LIBERAL ARTS CORE REQUIREMENTS:

"*" Indicates course must be completed with a "C" or higher

COURSES	Hours	COURSES	Hours
*ENGL 1313 Composition and Literature I	3	*MATH 1305 Math for Critical Thinking or higher or *PHIL 1305 Logic and Quantitative Reading	3
*ENGL 1323 Composition and Literature II	3	GOVT 2313 American and Texas Government	3
ENGL 2315 or 2325 Great Works of Literature I or II	3	HIST 2311 Western Civilization I	3
PSYC 1313 General Psychology	3	HISTORY: Choose 1 from HIST 2312, HIST 2313 or HIST 2323	3
PHIL 1313 Introduction to Philosophy	3	NARR 1300 Narrative Arts: Fiction, Film, and Games	3
Natural Science & Lab	4	COMM 1323 Rhetoric and Public Speaking or CLAS 1343 Ancient Rhetoric for Modern People	3
CHRI 1301 Introduction to the Bible	3		
CHRI 2373 Christian Theology and Tradition	3	TOTAL HOURS IN LIBERAL ARTS CORE	43

Students transferring to Houston Christian University with 45 hours or more of transferable college credit are only required to take CHRI 3300, *Introduction to the Bible and Theology,* **to meet their Liberal Arts Core Curriculum Christianity requirements.**

MAJOR REQUIREMENTS: All courses within major must be completed with a "C" or higher.

COURSE NO.	COURSE NAME	HOURS
	NARRATIVE ARTS CORE COURSES:	
NARR 1000	Narrative Arts Forum (must enroll every semester)	0
NARR 2200	Art of Storytelling	2
DIGI 2100	Storytelling in Cinema	1
NARR 2310	Media & Careers Survey	3
NARR 2312	Collaboration & Communication	3
NARR 3310	Portfolio, Pitching, and Networking	3
	3 hours of Faith, & Culture Coursework: NARR 3120, 3220, 3320 Faith, Culture & the Arts	3
	Total Narrative Arts Core	**15**
	BFA in Video Game Design Major Requirements	
DIGI 3321	Art Foundations for Digital Artists	3
DIGI 3322	2D Digital Art & Design	3
DIGI 3323	3D Digital Art & Design	3
DIGI 3350	Principles of Cinema & Animation	3
DIGI 3460	Introduction to Video Game Design	4
DIGI 4192	Sophomore Portfolio	1
	9 hours of Art & Design/Media Studies courses chosen from: DIGI 3351 Animation Production I DIGI 3125 Art & Design Topics (1 hr.) DIGI 3352 Animation Production II DIGI 3225 Art & Design Topics (2 hrs.) DIGI 3325 Art & Design Topics (3 hrs.)	9
DIGI 3361	Principles of Game Theory	3
DIGI 3362	Gameplay Implementation	3
	6 hours of Advanced Animation courses chosen from: DIGI 4160 Advanced Practicum (1 hr.) DIGI 4361 Advanced Game Development I DIGI 4260 Advanced Practicum (2 hrs.) DIGI 4362 Advanced Game Development II DIGI 4360 Advanced Practicum (3 hrs.)	6
DIGI 4194	Junior Portfolio	1
	3 hours of Internship: DIGI 4195, DIGI 4295, DIGI 4395 Internship	3
DIGI 4199	Senior Portfolio	1
	Total Hours Major	**58**
	NARRATIVE ARTS ENRICHMENT REQUIREMENTS: **Elective Hours**	**24**
	Required *6 hours of Fine Arts Electives: Any NARR, CINE, DIGI, WRIT, ART, or MUSI courses* Narrative Arts students must take six (6) hours of Fine Arts courses in addition to the major requirements. This requirement may be fulfilled with electives or courses taken as part of another Fine Arts degree program or minor.	
	TOTAL HOURS IN DEGREE	**125**

OTHER GRADUATION REQUIREMENTS

Any departmental Exit Exams.
Community Life & Worship (CLW): 80 credits by graduation (Worship Events - at least 50 CLW credits & Community Life Events – no more than 30 CLW credits)
A max of 60 CLW credits can be earned through CLEP, dual credits & transfer credit that is accepted through the HCU Office of Academic Records.

Freshman Year Seminar, FYS 1300, is required for all students entering with less than thirty (30) completed semester hours. College credit earned prior to high school graduation does not count toward the 30-hour credit.100% online students will take a three -hour course, **ONLN 1300** Introduction to Online Learning, in place of FYS 1300.

APPROVED BY:

_____   _____
ADVISOR   DATE   DEAN OF COLLEGE   DATE

I HAVE READ AND AGREE TO ABIDE BY ALL REQUIREMENTS ON THE DEGREE PLAN

_____
STUDENT SIGNATURE   DATE

THIS DEGREE PLAN IS NOT VALID UNTIL RECEIVED & PROCESSED BY THE OFFICE OF ACADEMIC RECORDS   PROCESSED BY _____ DATE _____

(Revised 6/01/2023:BFA-Video Game Design)