

# GAME DESIGN AND INTERACTIVE MEDIA, B.A.

## Torrey Hnrs Seq

**NOTE:** The course sequence table is designed by the major department and is one way that the classes will work out properly in sequence for your major. However, there are alternative or flexible ways to rotate some of the classes within the same year/level and sometimes between year levels. Please contact your major department advisor to discuss flexible alternatives in scheduling the sequence of your classes.

Taking coursework during the summer session may also be an option to accelerate your degree path.

See Core Curriculum Program section (<http://catalog.biola.edu/general-information/undergraduate-core-curriculum-program/>) for a list of approved Core Curriculum courses.

### Game Design and Interactive Media, B.A.

First Year		
Fall	Credits Spring	Credits
HNRS 101	4 HNRS 105	4
HNRS 102	4 HNRS 106	4
CNMA 101	3 CNMA 102	3
CNMA 140	3 CNMA 325	3
GNST 102	1 CSCI 104	3
	15	17
Second Year		
Fall	Credits Spring	Credits
HNRS 210	4 HNRS 230	4
HNRS 215	4 HNRS 231	4
CNMA 215	3 CNMA 327	3
Foreign Language (see Core Curriculum)	4 Foreign Language (see Core Curriculum)	4
	15	15
Third Year		
Fall	Credits Spring	Credits
HNRS 324	4 HNRS 337	4
HNRS 326	2 HNRS 339	2
CNMA 305	3 CNMA 401	3
CNMA 311	3 CNMA 440	3
KNES 107	1 ENGL 313	3
	Science (see Core Curriculum)	3
	13	18
Fourth Year		
Fall	Credits Spring	Credits
HNRS 443	4 HNRS 458	4
BBST 465	3 HNRS 467	2
CNMA 308	3 CNMA 402	3
ARTS/CNMA/CSCI Elective	3 CNMA 456 or 461	3
KNES Activity (see Core Curriculum)	1 ARTS/CNMA/CSCI Elective (upper-division)	3
	14	15
<b>Total Credits 122</b>		

Note: Certain CMA classes are not offered every semester. Please check with the School of Cinema and Media Arts for the most up-to-date schedule of required courses.