

**Computer Game Design, BFA<sup>1</sup>**  
Fairfax 6–7 Plan

**First Year**

Semester 1 (Songdo)	Credits	Semester 2 (Songdo)	Credits
GAME 140*	3	GAME 210*	3
AVT 104 Arts	3	GAME 230*	3
ENGH 100* or 101* Written Communication I	3-4	PSYC 100 Social and Behavioral Sciences	3
MATH 113 Quantitative Reasoning	3-4	HIST 100 or 125 Western Civilization/World History	3
General Elective	3	Oral Communication	3
<b>Semester Total:</b>	<b>15-17</b>	<b>Semester Total:</b>	<b>15</b>

**Second Year**

Semester 3 (Songdo)	Credits	Semester 4 (Songdo)	Credits
GAME 231*	3	GAME 310*	3
GAME 232*	3	GAME 367	3
GAME 250	3	GAME 398*	3
AVT 180 Information Technology and Computing	3	Digital Media Elective I	3
Visual Art Elective I	3	Literature	3
<b>Semester Total:</b>	<b>15</b>	<b>Semester Total:</b>	<b>15</b>

**Third Year**

Semester 5 (Songdo)	Credits	Semester 6 (Fairfax)	Credits
GAME 330*	3	GAME 410*	3
GAME 331*	1	GAME 300*	1
GAME 332*	3	GAME 489*	1
Digital Media Elective II	3	Visual Arts Elective II	3
ENGH 302* Written Communication II	3	Digital Media Elective III	3
General Elective	3	PHYS 103 or 160 and 161 Lab	4
<b>Semester Total:</b>	<b>16</b>	<b>Semester Total:</b>	<b>15</b>

**Fourth Year**

Semester 7 (Fairfax)	Credits	Semester 8 (Songdo)	Credits
GAME 490* Capstone	3	GAME 490* Capstone	3
GAME 491* <sup>2</sup>	3–4	General Electives	10–13
Digital Media Elective IV	3		
Natural Science II Lab	4		
<b>Semester Total:</b>	<b>13–14</b>	<b>Semester Total:</b>	<b>13–16</b>

<sup>1</sup> Courses with \* require a C or higher. A grade of C- or lower requires retaking the course.

<sup>2</sup> GAME 491 is a mandatory internship requirement where at least 135 hours of on-site work must be completed.

**Computer Game Design, BFA<sup>3</sup>**  
Fairfax 7–8 Plan

**First Year**

Semester 1 (Songdo)	Credits	Semester 2 (Songdo)	Credits
GAME 140*	3	GAME 210*	3
AVT 104 Arts	3	GAME 230*	3
ENGH 100* or 101* Written Communication I	3-4	PSYC 100 Social and Behavioral Sciences	3
MATH 113 Quantitative Reasoning	3-4	HIST 100 or 125 Western Civilization/World History	3
General Electives	3	Oral Communication	3
Semester Total:	15–17	Semester Total:	15

**Second Year**

Semester 3 (Songdo)	Credits	Semester 4 (Songdo)	Credits
GAME 231*	3	GAME 310*	3
GAME 232*	3	GAME 367	3
GAME 250	3	GAME 398*	3
AVT 180 Information Technology and Computing	3	Digital Media Elective I	3
Visual Art Elective I	3	Literature	3
Semester Total:	15	Semester Total:	15

**Third Year**

Semester 5 (Songdo)	Credits	Semester 6 (Songdo)	Credits
GAME 330*	3	General Electives	10–13
GAME 331*	1		
GAME 332*	3		
Digital Media Elective II	3		
ENGH 302* Written Communication II	3		
General Elective	3		
Semester Total:	16	Semester Total:	10-13

**Fourth Year**

Semester 7 (Fairfax)	Credits	Semester 8 (Fairfax)	Credits
GAME 490* Capstone	3	GAME 490* Capstone	3
GAME 410*	3	GAME 491* <sup>4</sup>	3-4
GAME 300*	1	Digital Media Elective IV	3
GAME 489*	1	Visual Arts Elective II	3
Digital Media Elective III	3	Natural Science II Lab	4
PHYS 103 or 160 and 161 Lab	4		
Semester Total:	15	Semester Total:	16–17

<sup>3</sup> Courses with \* require a C or higher. A grade of C- or lower requires retaking the course.

<sup>4</sup> GAME 491 is a mandatory internship requirement where at least 135 hours of on-site work must be completed.

## I. Important

The basic four-year plans above cover the bachelor of fine arts requirements for computer game design at George Mason University. Please be aware that course scheduling at George Mason University Korea is heavily influenced by the four-year plans above.

Please also be aware that the schedules for the Fairfax semesters are generally dependent on completing the coursework listed in the preceding Songdo semesters. Failing to complete a course may have a significant impact on your ability to take some courses. Thus, students are required to submit a Transition Application to Fairfax form. Your academic advisor must review and approve your coursework prior to studying at Fairfax.

For the reasons stated above, you are strongly recommended to speak with your academic advisor if you wish to modify your four-year plan. Deviating from the four-year plan without consulting your academic advisor may leave you with conflicting courses. **The four-year plans are subject to change. For the most updated four-year plans, please see <https://masonkorea.gmu.edu/advising-and-course-registration/four-year-plans>.** For the most updated details on academic policies and requirements, please refer to the University Catalog (URL: <https://catalog.gmu.edu>).

## II. Degree Notes

- A. Computer game design students must take at least six GAME 490 credits to satisfy the Mason Integration Capstone requirement.
- B. 120 credits are required for graduation, with at least 45 of those credits coming from upper-level courses (i.e., 300- or 400-level courses).
- C. Students interested in declaring a double major or minor must first speak with an academic advisor from the respective department/s.

## III. Academic Advisors

The following advisors are available to discuss student academic plans and answer academic questions throughout the semester:

Academic Advisor <i>Office of Academic Affairs</i>	Ms. Seunga Seo Email: <a href="mailto:sseo8@gmu.edu">sseo8@gmu.edu</a> Office: G540
Academic Advisor <i>Department of Computer Game Design</i>	Mr. Jeremy Tuohy Email: <a href="mailto:wtuohy@gmu.edu">wtuohy@gmu.edu</a> Office: Fairfax