

Computer Game Design, BFA¹
Fairfax 6–7 Plan

First Year

Semester 1 (Songdo)	Credits	Semester 2 (Songdo)	Credits
GAME 101*	3	GAME 104*	3
GAME 230*	3	GAME 140*	3
ENGH 100* or 101* Written Communication I	3-4	HIST 125 Global History	3
Quantitative Reasoning	3-4	Oral Communication	3
General Elective	3	PSYC 100 Social and Behavioral Sciences	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 240*	3	GAME 367	3
GAME 250	3	GAME 398*	3
AVT 180 Information Technology and Computing	3	GAME 320* 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 (Fairfax)	Credits
GAME 330*	3	GAME 410*	3
GAME 331*	1	GAME 300*	1
GAME 332*	3	GAME 489*	1
GAME 399* 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
Semester Total:	16	Semester Total:	15

Fourth Year

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

¹ Courses with * require a C or higher. A grade of C- or lower requires retaking the course.

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

Computer Game Design, BFA³
Fairfax 7–8 Plan

First Year

Semester 1 (Songdo)	Credits	Semester 2 (Songdo)	Credits
GAME 101*	3	GAME 140*	3
GAME 230*	3	GAME 104*	3
ENGH 100* or 101* Written Communication I	3-4	HIST 125 Global History	3
Quantitative Reasoning	3-4	Oral Communication	3
General Elective	3	PSYC 100 Social and Behavioral Sciences	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 240*	3	GAME 367	3
GAME 250	3	GAME 398*	3
AVT 180 Information Technology and Computing	3	GAME 320* Digital Media Elective I	3
Visual Art Elective I ⁴	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		
GAME 399* 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 ⁵ *	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

³ Courses with * require a C or higher. A grade of C- or lower requires retaking the course.

⁴ Visual Arts Electives may fulfill Mason Core Arts Requirements.

⁵ 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: sseo8@gmu.edu Office: G540
Academic Advisor <i>Department of Computer Game Design</i>	Mr. Jeremy Tuohy Email: wtuohy@gmu.edu Office: Fairfax