

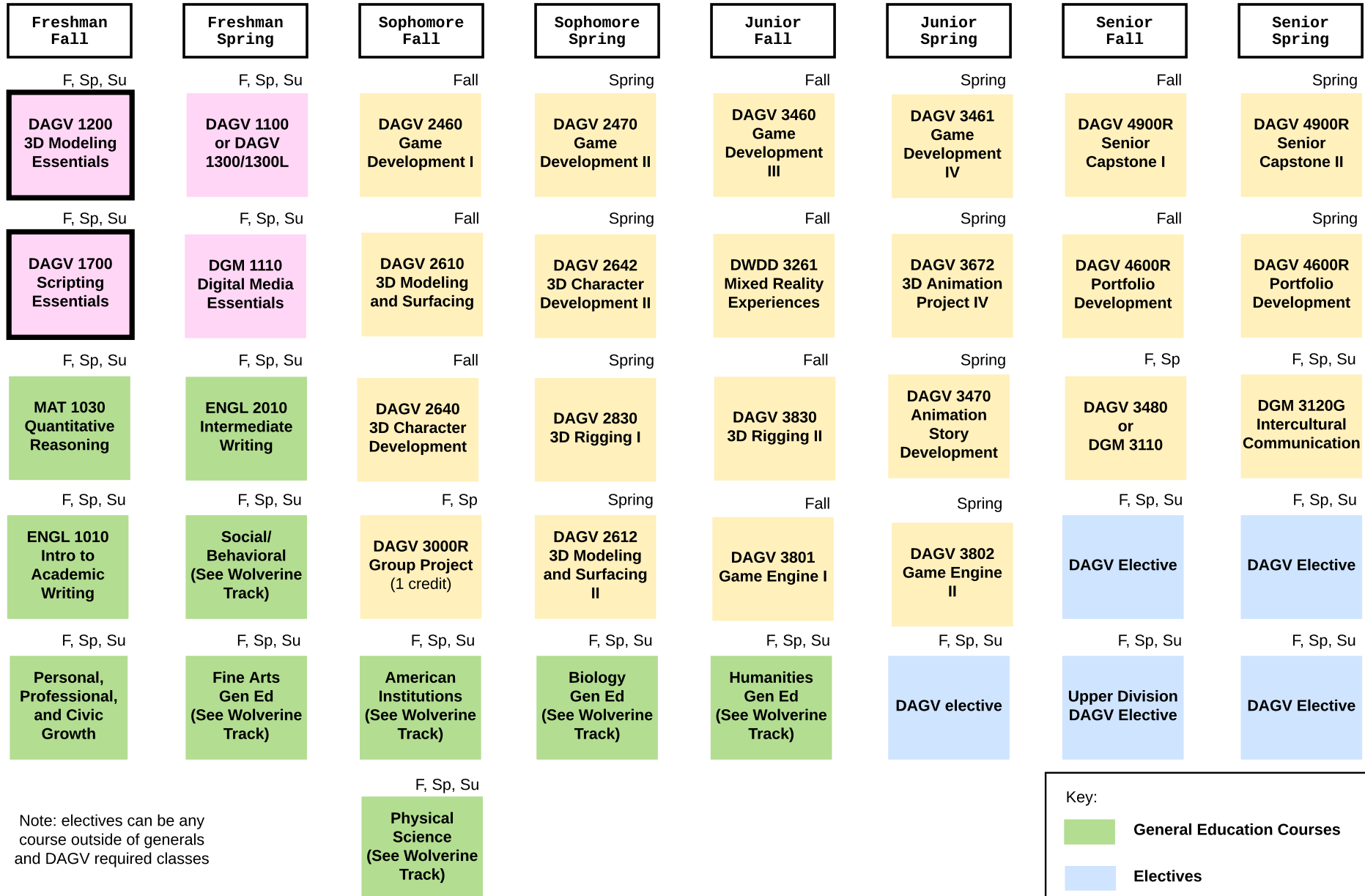
GAME DEVELOPMENT FLOWCHART

Freshman Year

Sophomore Year

Junior Year

Senior Year



Note: electives can be any course outside of generals and DAGV required classes

REQUIRED TO APPLY TO PROGRAM

Key:

- General Education Courses**
- Electives**
- Introductory 3D Animation Classes** (open to all students)
- 3D Animation classes** (available to only accepted students)
Must be taken in specific order indicated in flowchart