

School of Digital Media

Interactive and Game Design

Degrees

Bachelor of Fine and Applied Arts (Interactive and Game Design)

B.F.A. (Interactive and Game Design)

Educational Objectives :

1. To give students the knowledge of designing art.
2. To give students the understanding of cutting-edge technology and for them to be able to create their work in accordance with those technology.
3. To focus on training the students so that they can use digital tools in creating modern art pieces.
4. To give students the ability to implement their knowledge from the program as the basic for their art creation, and successfully present them in their career.

Interactive and game design

The course in the Department of Interactive and Game Design focuses on the following areas of study:

- Interactive Design

This option concentrates on the design of computer-human interfaces and interactions through digital media such as website, interactive CD and multimedia for event and exhibition. Courses for this option include programming and interactive media design.

- Game Design

This option concentrates on game design and graphic design for game both 2D and 3D format. Courses for this option includes character and scene design, level design and game play design.

Curriculum :

Interactive

Game

4 years program **143 Credits**

1. General Education Subjects **30 Credits**

1.1 Social Sciences and Humanities 9 Credits

1.2 Language and Communication 12 Credits

1.3 Science and Mathematics 9 Credits

2. Specific Subjects **104 Credits**

2.1 Common Cores 28 Credits

2.2 Major Subjects 51 Credits

2.3 Major Electives 25 Credits

3. Free Elective Subjects **9 Credits**

Select from any subject taught in the university

Course Subjects

1. General Education Subjects 30 Credits

1.1 Social Sciences and Humanities 9 Credits

HUM 120 HUM124 HUM311 HUM411 PHR 100 SOC 106

1.2 Language and Communication 12 Credits

ENG 111 ENG 112 ENG 213 ENG 324 THI 116 THI 118

1.3 Science and Mathematics 9 Credits

BCS 115 BCS 217 GSC 151 GSC 150 MAT 142

2. Specific Subjects 104 Credits

2.1 Common Cores 28 Credits

DES 111	Visual Arts 1	3(1-4-4)
DES 112	Visual Arts 2	3(1-4-4)
DES 113	Visual Arts 3	3(1-4-4)
DES 114	Fundamental Design	4(1-6-5)
DES 115	Design Thinking	3(1-4-4)
DES 116	Design Awareness	3(1-4-4)
DES 117	History of Design	3(3-0-6)
SDM 118	Introduction to Computer Graphics	3(1-4-4)
SDM 119	Introduction to Digital Image	3(2-2-5)

2.2 Major Subjects 51 Credits

SDM 211	Speech for Presentation	2(1-2-3)
SDM 200	Ideal Graduate in Digital Media	1(0-2-1)
CAN 212	Script Writing and Storyboarding	3(1-4-4)
IGD 221	Graphic Design for Interactive and Game	2(1-2-3)
IGD 222	Interface Design	3(1-4-4)
IGD 233	2D Computer Animation	3(1-4-4)
CAN 241	3D Modelling and Animation 1	3(1-4-4)
CAN 242	3D Modelling and Animation 2	3(1-4-4)
IGD 331	Motion Graphics 1	3(1-4-4)
IGD 332	Motion Graphics 2	3(1-4-4)
VFX 337	Sound and Vision Editing	3(1-4-4)
IGD 336	Interactive and Game Experimental	2(1-2-3)
SDM 452	Digital Media Seminar	2(1-2-3)
SDM 453	Portfolio design	2(1-2-3)
IGD 350	Professional Training	300 Hours
IGD 498	Interactive and Game Design Pre-Cooperative Education	1(0-2-1)
SDM 451	Digital Media Business	3(1-4-4)
IGD 461	Interactive and Game Design Project Preparation	3(1-4-4)
IGD 462	Interactive and Game Design Project	9

2.3 Major Electives

25 Credits

- Interactive

IGD 231	Web Design 1	3(1-4-4)
IGD 232	Web Design 2	3(1-4-4)
IGD 333	Interactive Programming 1	3(1-4-4)
IGD 334	Interactive Programming 2	3(1-4-4)
IGD 241	Interactive Design 1	3(1-4-4)
IGD 242	Interactive Design 2	3(1-4-4)
SDM 299	Work Experience	3(0-20-0)
IGD 343	Interactive Design 2	3(1-4-4)
IGD 344	Interactive Design 4	4(1-6-5)
GAD 241	Graphic Design 1	3(1-4-4)
GAD 242	Graphic Design 2	3(1-4-4)

- Game

DGA 231	Digital Painting 1	3(1-4-4)
IGD 234	3D Modelling for Game	3(1-4-4)
IGD 335	Animation for Game	3(1-4-4)
CAN 331	Digital Compositing	3(1-4-4)
IGD 245	Game Studio 1	3(1-4-4)
IGD 246	Game Studio 2	3(1-4-4)
IGD 347	Game Studio 3	3(1-4-4)
IGD 348	Game Studio 4	4(1-6-5)
DGA 222	Character Design	3(1-4-4)
DGA 332	Digital Illustration	3(1-4-4)
SDM 299	Work Experience	3(0-20-0)

3. Free Elective Subjects

Select 9 credits from subjects which available in the university.