

GAME ART MAJOR

Department: Interactive Media (<https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/>)

In addition to their coursework for the major, Game Art majors are highly recommended to obtain a minor in Studio Art. This could Be Option 1 (Two Dimensional) or Option II (Three Dimensional) within the Studio Art Minor.

A grade of “C” or better is required in each of these courses for graduation as a Game Art Major. Additionally, students must have a 2.50 GPA or higher in all required courses.

Major Requirements (total 62 hours)

Code	Title	Hours
Required Courses		
I M 110 or I M 140	Introduction to Game Development Storytelling for Animation	3.0
ART 101	Drawing I	3.0
I M 130	Game Art Fundamentals	3.0
I M 150	Fundamentals of Interactive Design	3.0
I M 226	Interactive Media Practicum I (repeats)	0.0-1.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 230	Game Art Development	3.0
I M 233	2D for Game Art	3.0
I M 235	Environment Art	3.0
I M 289	Game Production I	3.0
I M 333	Character Art	3.0
I M 335	Advanced Game Art	3.0
I M 389	Game Production II	3.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 426	Interactive Media Practicum II	0.0-1.0
I M 459	Game Capstone Project I	3.0
I M 489	Game Capstone Project II	6.0
Technical Electives Requirements (choose two):		6.0
I M 238	Anatomy for Digital Artists	
I M 331	Real-Time Visualization	
I M 332	Real-Time VFX	
I M 334	Level Design	
History and Theory Requirements (choose two):		6.0
I M 191	Comics Appreciation	
I M 243	History of Animation	
I M 344	Environmental Storytelling	
I M 355	Interactive Media Theories, Concepts, and Practices	
I M 380	Critical Game Studies	
I M 450	Critical Issues in Interactive Media	
CFA 250	Film History	
CFA 320	Film Theory and Criticism	

CIS 300	Computers and Society
COM 300	Communication Theory
COM 386	Media, Race, & Gender
COM 393	Small Group Communication
HIS 352	Introduction to Digital Humanities

Total Hours **54-62**

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Game Art Program Outline 2025-2026

Course	Title	Hours
Semester 1		
I M 110 or I M 140	Introduction to Game Development or Storytelling for Animation	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
I M 233	2D for Game Art	3.0
ART 101	Drawing I	3.0
Bradley Core Curriculum 1		3.0
EHS 120	The University Experience	1.0
CFA 100	Intellectual and Cultural Events	1.0
Hours		14-15
Semester 2		
I M 130	Game Art Fundamentals	3.0
I M 150	Fundamentals of Interactive Design	3.0
I M 226	Interactive Media Practicum I	0.0-1.0
Bradley Core Curriculum 2		3.0
Bradley Core Curriculum 3		3.0
Elective/Minor		3.0
Hours		15-16
Semester 3		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 230	Game Art Development	3.0
I M 289	Game Production I	3.0
Bradley Core Curriculum 4		3.0
Bradley Core Curriculum 5		3.0
Elective/Minor		3.0
Hours		15-16
Semester 4		
I M 226	Interactive Media Practicum I	0.0-1.0
I M 235	Environment Art	3.0
Technical Elective		3.0
Bradley Core Curriculum 6		3.0
Bradley Core Curriculum 7		3.0
Elective/Minor		3.0
Hours		15-16
Semester 5		
I M 426	Interactive Media Practicum II	0.0-1.0
I M 333	Character Art	3.0
I M 389	Game Production II	3.0
Technical Elective		3.0
Bradley Core Curriculum 8		3.0
Bradley Core Curriculum 9		3.0
Hours		15-16
Semester 6		
I M 335	Advanced Game Art	3.0
I M 426	Interactive Media Practicum II	0.0-1.0
History and Theory Requirement		3.0
Bradley Core Curriculum 10		3.0

Electiv	3.0
Elective	3.0
Hours	15-16
Semester 7	
I M 426	Interactive Media Practicum II0.0-1.0
I M 459	Game Capstone Project I3.0
History and Theory Requirement	3.0
Bradley Core Curriculum 11	3.0
Elective	3.0
Elective	3.0
Hours	15-16
Semester 8	
I M 426	Interactive Media Practicum II0.0-1.0
I M 489	Game Capstone Project II6.0
Bradley Core Curriculum 12	3.0
Elective	3.0
Hours	12-13
Total Hours	116-124