



#### **BS - CODE #2919**

Joshua Stutts, Program Coordinator  
Email address: [stuttsj@alfredstate.edu](mailto:stuttsj@alfredstate.edu)

The game and interactive design (G&ID) program offers a hands-on, studio-based approach to design, programming, and storytelling. Course work covers the breadth of interactive design from AAA (triple A) game titles to the interactions of application interfaces. Skills developed in the program are applicable to the growing fields of user experience (UX) design, application design, web design, data visualization, and interactive entertainment.

#### **ADVANTAGES**

Graduates of the game and interactive design Bachelor of Science program will possess the skills and technical knowledge base necessary to be proficient and capable in both the design and development of interactive media. They will be well prepared for entry-level positions in the fields of experience (UX) design, application design, web design, data visualization, and interactive entertainment. The program's strength is in the versatility and flexibility of the graduating student, allowing employment opportunities to expand well beyond a singular field of design.

#### **OCCUPATIONAL OPPORTUNITIES**

- Game design
- UX (user experience design)
- Interactive entertainment
- Application design
- Data visualization
- Web design

#### **EMPLOYMENT STATISTICS**

No data available.

#### **RELATED PROGRAMS**

- [Digital Media and Animation](#)
- [Graphic and Media Design](#)
- [Information Technology: Web Development](#)

#### **ENTRANCE REQUIREMENTS/RECOMMENDATIONS**

Required: Algebra and Geometry, Transfer applicants must possess a 2.0 cumulative grade point average as well as a grade of "C" or better in each course taken during the most recent semester of attendance. Individuals with less than a 2.0 cumulative grade point average may be considered with additional documentation.

Recommended: Algebra 2, Physics

#### **OFFICE OF ACCESSIBILITY SERVICES**

Students who believe they need a reasonable accommodation to properly participate in this program may contact Melanie Ryan in the Office of Accessibility Services. This office may be contacted by email at [oas@alfredstate.edu](mailto:oas@alfredstate.edu) or by phone at 607-587-4506. Please keep in mind that some accommodations may take time to implement, so students seeking accommodations are encouraged to contact OAS as early as possible.

#### **REQUIRED EQUIPMENT**

A tier 4 or Apple MacBook Pro laptop computer is required for students entering the game and interactive design program. Laptop specifications are available at [www.alfredstate.edu/required-laptops](http://www.alfredstate.edu/required-laptops).

**TYPICAL EIGHT-SEMESTER PROGRAM**

<b>First</b>			
DGMA	1403	Digital Foundations I	3
CISY	1113	Computer Programming I	3
COMP	1503	Freshman Composition	3
FNAT	1403	Survey of Interactive Media	3
GLST	2113	Global Perspectives:Spcl Topic	3
			15

<b>Second</b>			
DGMA	2403	Introduction to 3D Animation	3
DGMA	4103	Interactive Design	3
MATH	xxx3	Gen Ed/Math Elective	3
LITR	xxx3	Literature Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
			15

<b>Third</b>			
CISY	2133	Computer Programming II	3
DGMA	3703	2D Game Design	3
PHYS	1044	College Physics I	4
FNAT	2333	Survey of Design	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
			16

<b>Fourth</b>			
DGMA	4303	3D Game Design	3
COMP	3603	Writing for Emergent Media	3
FNAT	3513	Art History II	3
XXXX	xxx3	CISY or DGMA Technical Elective	3
XXXX	xxx3	Gen Ed/LAS Elective	3
SPCH	xxx3	Effective Speaking or Equivalent	3
			18

<b>Fifth</b>			
DGMA	5603	Interactive Media	3
DGMA	5403	Advanced Modeling	3
DGMA	5543	Asset Production	3
COMP	5703	Technical Writing II	3
XXXX	xxx3	LAS Elective	3
			15

<b>Sixth</b>			
DGMA	6503	Interface Design	3
DGMA	6533	Game Design Studio 1	3
XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3
XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
			15

<b>Seventh</b>			
DGMA	7803	Professional Practices	3
DGMA	7703	Adv Topics Interactive Design	3
XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3
XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
			15

<b>Eighth</b>			
DGMA	8303	Game Design Studio 2	3

XXXX	xxx3	CISY or DGMA Technical Elective (Upper Level)	3
XXXX	xxx3	LAS Elective (Upper Level)	3
XXXX	xxx3	LAS Elective	3
			12

**BS DEGREE GRADUATION REQUIREMENTS**

- Complete 121 total semester credit hours
- 60 credit hours of liberal arts and sciences from eight of the 10 SUNY general education categories
- 2.0 cumulative GPA
- Grade of "C" or better in core courses (DGMA and CISY prefixes)
- Students are also required to complete a digital portfolio assignment and annual reviews to meet graduation requirements.