

# Working Study Plan

## Art, Game Art, Animation and Immersive Media Concentration, B.F.A.

### Contact Information

<b>Name</b>	
<b>CWID</b>	
<b>Email</b>	
<b>Phone</b>	
<b>Address</b>	

### BFA Shared Core (45 units)

#### Lower-Division Core (27 units)

Course	Semester/Year	Units	Grade
ART 103		3	
ART 104		3	
ART 107A		3	
ART 107B		3	
ART 117		3	
ART 201A		3	
ART 201B		3	

#### 6 units lower-division studio art electives

Course	Semester/Year	Units	Grade
ART		3	
ART		3	

#### Upper-Division Core (18 units)

Course	Semester/Year	Units	Grade
ART 300		3	

6 units upper-division art history electives

Course	Semester/Year	Units	Grade
ART		3	
ART		3	

9 units upper-division studio art electives

Course	Semester/Year	Units	Grade
ART		3	
ART		3	
ART		3	

## Game Art, Animation and Immersive Media Concentration (36 units)

Lower-Division Requirements (6 units)

Course	Semester/Year	Units	Grade
ART 255A		3	
ART 255B		3	

Upper-Division Requirements (30 units)

Course	Semester/Year	Units	Grade
ART 317A		3	
ART 317C		3	
ART 355A		3	
ART 355B		3	
ART 355C		3	
ART 455B		3	
ART 455C		3	
ART 455D		3	
ART 479		3	

3 units upper-division studio art elective

Course	Semester/Year	Units	Grade
ART		3	

## Checklist

Major Requirements	Yes/No
81 units	
At least 48 upper-division units	
Combined GPA of 3.0 or better in ART 103, 104, 107A, and 107B	
Completed ART 117 ("C" or better)	
Successful portfolio review	
All courses completed with a "C" or better	