

# ADVANCE

A NOVA | MASON PARTNERSHIP

A.S. General Studies /  
B.F.A. Computer Game Design  
**2020-2021**

## A.S. General Studies

### ADVANCE Program Milestones

1. Students must take SDV 100 or SDV 101 in the first semester at NOVA.
2. Students must begin Developmental coursework in the first semester in ADVANCE at NOVA.
3. Students must take first college-level MTH course and ENG 111 in the semester immediately following the completion of any MTT or ENF courses (excluding summer).
4. In the first 30 credits, students must:
  - a. Complete ENG 111 and ENG 112 with a C or better.
  - b. Complete the first college-level MTH course with a C or better.
5. Students must complete at least six degree-applicable credits with a C or better each fall and spring semester.
6. Students must maintain a 2.5 cumulative GPA.
7. Students must successfully complete the portfolio requirement prior to Mason matriculation.
8. Students must apply for NOVA graduation and complete their Associate's degree.

### Portfolio Requirement:

All students in this pathway must successfully complete a portfolio review before they can matriculate in the Computer Game Design program at George Mason University. For BFA Portfolio Guidelines, please visit:  
<https://cvpa.gmu.edu/admissions/undergraduate-admissions/computer-game-design-admissions>

	NOVA DEGREE REQUIREMENT	Credits	Courses	MASON TRANSFER EQUIVALENT	MASON CORE/DEGREE EQUIVALENT
1	SDV Course	1	SDV 100 College Success Skills <b>OR</b> SDV 101 Orientation to XXX	UNIV 100	Elective
2	ENG 111	3	ENG 111 College Composition I	ENGH 101	Written Comm
3	MTH 154 or Higher	5	MTH 167 Pre-Calculus with Trigonometry	MATH 105	Elective
4	Open Elective #1	3	ART 121 Drawing I <b>OR</b> ART 141 Typography I <b>OR</b> ART 231 Sculpture I <b>OR</b> ART 241 Painting I <b>OR</b> ART 271 Printmaking I <b>OR</b> ART 283 Computer Graphics I <b>OR</b> PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 AVT 280 AVT 252	Major
5	Social/Behavioral Sciences #1	3	PSY 200 Principles of Psychology	PSYC 100	Soc/Behav
6	ENG 112	3	ENG 112 College Composition II	ENGH XXX	Elective
7	Science Course #1	4	BIO 101 General Biology I <b>OR</b> CHM 101 Introductory Chemistry I <b>OR</b> ENV 121 General Environmental Science I <b>OR</b> GOL 105 Physical Geology	BIOL 103 CHEM 103 EVPP 110 GEOL 101	Nat Science
8	Humanities/Fine Arts #1	3	CST 151 Film Appreciation I	ENGH L372	Arts & Major
9	Science Course #2	4-5	PHY 101 Introduction to Physics I <b>OR</b> PHY 231 General University Physics I	PHYS 103 PHYS 160/161	Nat Science
10	CST Course	3	CST 100 Principles of Public Speaking <b>OR</b> CST 110 Introduction to Communication	COMM 100 COMM 101	Oral Comm
11	Open Elective #2	3	ART 140 Intro to Graphic Skills	AVT 110	Info Tech
12	Humanities/Fine Arts #2	3	ENG 236 Introduction to the Short Story <b>OR</b> ENG 241 Survey of American Literature I <b>OR</b> ENG 242 Survey of American Literature II <b>OR</b> ENG 251 Survey of World Literature I <b>OR</b> ENG 252 Survey of World Literature II <b>OR</b> ENG 253 Survey of African-American Literature I	ENGH 202	Literature

13	HIS Course	3	HIS 101 History of Western Civilization I <b>OR</b> HIS 102 History of Western Civilization II <b>OR</b> HIS 112 History of World Civilization II	HIST 101 HIST 102 HIST 125	Western Civ
14	Open Elective #3	3	MTH 263 Calculus I	MATH 113	Quantitative
15	ITE 115	3	ITE 115 Introduction to Computer Applications and Concepts	IT 103	Elective
16	Open Elective #4	3	ART 121 Drawing I <b>OR</b> ART 141 Typography I <b>OR</b> ART 231 Sculpture I <b>OR</b> ART 241 Painting I <b>OR</b> ART 271 Printmaking I <b>OR</b> ART 283 Computer Graphics I <b>OR</b> PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 AVT 280 AVT 252	Major
17	Open Elective #5	3	GAME 210 Basic Game Design	GAME 210	Major
18	Open Elective #6	3	GAME 230 History of Game Design	GAME 230	Major
19	Social/Behavioral Sciences #2	3	GEO 220 World Regional Geography <b>OR</b> PLS 140 Introduction to Comparative Gov't <b>OR</b> PLS 241 International Relations I <b>OR</b> PSY 219 Cross-Cultural Psychology	GGS 101 GOVT 133 GOVT 132 PSYC L379	Global
20	Open Elective #7	3	ART 131 Fundamentals of Design I	AVT 104	Arts

**A. S. GENERAL STUDIES**  
DEGREE TOTAL 62-63

For academic policies and procedures, please see NOVA catalog - <http://www.nvcc.edu/catalog/index.html>

## B.F.A. Computer Game Design

	MASON DEGREE REQUIREMENT	Credits	Course	MASON CORE/DEGREE EQUIVALENT
21	Major Core	3-4	GAME 140 Applied Coding for Game Designers <b>OR</b> CS 112 Introduction to Computer Programming	Major
22	Gen Ed: Written Communication (UL)	3	ENGH 302 Advanced Composition	Written Comm
23	Major Core	3	GAME 231 Computer Animation for Games	Major
24	Major Core	3	GAME 232 Online and Mobile Gaming	Major
25	Major Core	3	GAME 250 Music for Film and Video	Major
26	Major Core	1	GAME 300 Portfolio Preparation	Major
27	Major Core	3	GAME 310 Game Design Studio	Major
28	Major Core	3	GAME 398 Advanced Game Design Animation	Major
29	Major Core	3	GAME 367 Writing and Editing Music and Sound	Major
30	Digital Media Elective	3	Approved Digital Media Elective*	Major
31	Major Core	4	GAME 330 Computer Game Platform Analysis <b>AND</b> GAME 331 Consumer Gaming Platform Analysis Lab	Major
32	Major Core	3	GAME 332 RS: Story Design for Computer Games	Writing Intensive
33	Major Core	1	GAME 489 Pre-Internship Seminar	Major
34	Major Core	3	GAME 410 Advanced Game Design Studio	Major
35	Digital Media Elective	3	Approved Digital Media Elective*	Major
36	Major Core	3	GAME 490 Senior Game Design Capstone (must be taken twice)	Major
37	Digital Media Elective	3	Approved Digital Media Elective*	Major
38	Digital Media Elective	3	Approved Digital Media Elective*	Major
39	General Electives	1-3	General Electives (See: Advisor)	Major
40	Major Core	3	GAME 491 Internship	Major
41	Gen Ed: Synthesis	3	GAME 490 Senior Game Design Capstone	Synthesis

**B.F.A. COMP. GAME DESIGN**  
DEGREE TOTAL 120

Denotes a course that must be taken at George Mason University. Please see your Success Coach to enroll.

\*For approved Digital Media Elective courses, please visit: <https://catalog.gmu.edu/colleges-schools/visual-performing-arts/computer-game-design/computer-game-design-bfa/#requirementstext>

**General Note: All GAME undergraduate students must earn a minimum 2.00 cumulative GPA in their major. All GAME courses except GAME 101 Introduction to Game Design (Mason Core), GAME 250 Music for Film and Video, and GAME 367 Writing and Editing Music and Sound must be passed**

**For academic policies and procedures, please see Mason catalog - <https://catalog.gmu.edu/policies/>**

**Students seeking a bachelor's degree must apply at least 45 credits of upper-level courses (numbered 300 or above) toward graduation requirements.**