

# ADVANCE

A NOVA | MASON PARTNERSHIP

A.S. General Studies /  
B.F.A. Computer Game Design  
**2021-2022**

## A.S. General Studies

### ADVANCE Program Milestones

**ADVANCE Milestone Requirements:** All ADVANCE students must adhere to the following requirements. For Milestones #1-#3, failure to meet these milestones will prevent a student from matriculating to Mason and/or result in termination from ADVANCE. For Milestones #4-#6, failure to meet these milestones may delay matriculation to Mason.

1. Students must complete their NOVA degree within 4 years of being admitted into ADVANCE. Students are highly encouraged to be continuously enrolled at NOVA/Mason to support progress towards degree completion.
2. Students must maintain a minimum 2.5 cumulative GPA at NOVA and must have a minimum 2.5 GPA upon matriculation to Mason.
3. Students who wish to enroll at Mason for the fall semester must apply for NOVA graduation by March 1 for spring graduation or June 1 for summer graduation. Students who wish to enroll at Mason for the spring semester must apply for NOVA graduation by October 1 for winter graduation.
4. Students must begin developmental coursework in no later than the first semester in ADVANCE at NOVA.
5. Students must take first college-level MTH course and ENG 111 in the semester immediately following the completion of any MDE or EDE courses (excluding summer).
6. 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.

#### ADVANCE Program-Specific Requirements:

##### Portfolio Requirement:

- All students in this pathway must submit a writing sample before they can matriculate in the Computer Game Design program at George Mason University. For Game Design, BFA Application Guidelines, please visit: <https://cvpa.gmu.edu/admissions/undergraduate-admissions/computer-game-design-admissions>
- For Game Design, the writing sample review requires students to complete two essays. Students should submit their essays during the term before they intend to matriculate to Mason. The portfolio deadline is October 1st for spring matriculation and March 1st for fall matriculation.

	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 Fine Arts ( <b>strongly recommended</b> )	UNIV 100	General Elective
2	ENG 111	3	ENG 111 College Composition I	ENGH 101	Written Comm
3	ITE 115 or ITE 119	3	ITE 115 Introduction to Computer Applications and Concepts <b>OR</b> ITE 119 Information Literacy	IT 103 IT 104	General Elective
4	MTH 167 Required (NOVA Catalog: MTH 154 or Higher)	5	MTH 167 Pre-Calculus with Trigonometry	MATH 105	General Elective
5	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 103/105 CHEM 103 EVPP 108/109 GEOL 101	Nat Science
6	CST Course	3	CST 100 Principles of Public Speaking <b>OR</b> CST 110 Introduction to Communication	COMM 100 COMM 101	Oral Comm
7	ENG 112	3	ENG 112 College Composition II	ENGH XXX	General Elective
8	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
9	Humanities/Fine Arts #1	3	CST 151 Film Appreciation I	ENGH L372	Arts & Major
10	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

11	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
12	Open Elective #1	3	ART 140 Introduction to Graphic Skills	AVT 110	Info Tech
13	Open Elective #2	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> PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 AVT 252	Major
14	Open Elective #3	4	MTH 263 Calculus I	MATH 113	Quantitative
15	Social/Behavioral Sciences #1	3	PSY 200 Principles of Psychology	PSYC 100	Soc/Behav
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> PHT 101 Photography I	AVT 222 AVT 215 AVT 262 AVT 232 AVT 243 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	Open Elective #7	3	ART 131 Fundamentals of Design I	AVT 104	Arts
20	Social/Behavioral Sciences #2	3	GEO 220 World Regional Geography <b>OR</b> PLS 140 Introduction to Comparative Politics <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

**A. S. GENERAL STUDIES**

63-64

**DEGREE TOTAL**

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 (Upper-level)	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 <sup>1</sup>	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 <sup>1</sup>	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 <sup>1</sup>	Major

38	Digital Media Elective	3	Approved Digital Media Elective <sup>1</sup>	Major
39	Major Core	3	GAME 491 Internship	Major
40	Gen Ed: Synthesis	3	GAME 490 Senior Game Design Capstone	Synthesis

**B.F.A. COMP. GAME DESIGN** **120-122**  
**DEGREE TOTAL**

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

**Important Academic Information:**

<sup>1</sup>For approved Digital Media Elective courses, please visit: <https://catalog.gmu.edu/colleges-schools/visual-performing-arts/computer-game-design/computer-game-design-bfa/#requirements>

**Additional General Notes & Resources:**

- 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 with a grade of C or better.
- ADVANCE students who earn at least a 2.85 cumulative GPA and no more than 9 credits of unrepeatd D/F grades may be eligible to receive a waiver for any lower-level Mason Core courses not already completed. To be eligible for the core waiver, students must also complete the requirements of the AA or AS degree listed on their pathway, and apply to graduate from NOVA by the deadline (see milestone #3). Students must meet these criteria by the time of matriculation to Mason and provide the Office of Admissions a final, official transcript reflecting the degree conferral date.
- 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.