

CD: Game Design & Interactive Media Transfer Pathway 2024-2025

This pathway assumes that students completed the major preparation courses including CST 201, CST 230, CST 202/L, CST 227, CST 251 (or equivalents of these courses) and CSU American Institutions as well as all lower division GE requirements.

Fall Junior Courses (15 units total)	Course or GE Title	Units	GE/Major
CST 300	Major ProSeminar	4	GWAR, Major
CST 345	Visual Thinking	3	Major
CST 304	Typography	4	Major
CST 322 (fall only)	Environment Modeling	2	Concentration
CST 323 (fall only)	Character Design	2	Concentration
Spring Junior Courses (14 units total)	Course or GE Title	Units	GE/Major
CST 346	Human-Computer Interaction	3	Major
CST 321 (spring only)	Game Design & Interactive Media I	4	Concentration
CST 252	Scripting for multimedia	3	Major
CST 422 (spring only)	Level Design	2	Concentration
CST 423 (spring only)	Character Animation	2	Concentration
Fall Senior Courses (16 units total)	Course or GE Title	Units	GE/Major
CST 446	User Rsch & Experience Design	3	Major
CST 462S	Race, Gender, Class in Digital World	3	UDSL,UDD,ES,Major
CST 421 (fall only)	Game Design & Interactive Media II	4	Concentration
World Culture & Language Req	Language other than English	3	WCL
Communication Design Elective	CD elective not taken previously	2	Major elective
Spring Senior Courses (15 units total)	Course or GE Title	Units	GE/Major
CST 498	Communication Design Capstone	3	Major
CST 302 (spring only)	History of Communication Design	3	UDC, Major
CST 316 (spring only)	Computing for Designers	3	Major
STAT 310 or BUS 350	Data Visualization or Financial Literacy	3	UDB
Communication Design Elective	CD elective not taken previously	3	Major elective
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