

Communication Design, BS - Game Design Concentration

Transfer Pathway 2025-2026

This pathway assumes completion of 60 CSU Transferable units, all lower division General Education areas and American Institutions requirements US 1, US 2 and US 3 and Foreign Language.

*The purple courses are offered once a year only!

Fall Junior Courses	Course or GE Title	Units	GE/Major
CST 300	Graduation Writing Assessment for Computing and Design	3	GWAR/Major
CST 348	Major Pro Seminar	2	Major
CST 304	Typography	4	Major
CST 346	Human-Computer Interaction	3	Major
CST 322	Environmental Modeling	2	Major
CST 323	Character Design	2	Major
Total Units		16	
Spring Junior Courses	Course or GE Title	Units	GE/Major
CST 302	History of Communication Design	3	Major/ UD3
CST 345	Visual Thinking	4	Major
CST 321	Game Design & Interactive Media	4	Concentration
CST 422	Level Design	2	Concentration
CST 423	Character Animation	2	Concentration
Total Units		15	
Fall Senior Courses	Course or GE Title	Units	GE/Major
Recommended CST 319	Programming Across Disciplines	3	UD 2 or 3
CST 446	User Research and Experience	4	Major
CST 350	Web Scripting	4	Major
CST 421	Game Design & Interactive Media II	4	Concentration
Total Units		15	
Spring Senior Courses	Course or GE Title	Units	GE/Major
CST 316	Computing for Designers	4	Major
CST 462S	Race, Gender, Class in the Digital World	3	Major/ UDSL
CST 498	Senior Capstone	4	Major
Any needed requirement or Elective		3	Elective
Total Units		14	
Total Overall Units:		60	

*Transfers should come in meeting the American Institutions req, otherwise, will need to take an approved US 1 or 2/3 and complete 63 units instead of 60.