

CD: Game Development & Interactive Media Transfer Pathway

This pathway assumes that students completed the major preparation courses including CST 201, CST 202/L, CST 227, CST 251, and CST 252 (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	Environment Modeling	2	Concentration
CST 323	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	Game Design & Interactive Media I	4	Concentration
CST 330	Media Tools II	3	Major
CST 422	Level Design	2	Concentration
CST 423	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	Game Design & Interactive Media II	4	Concentration
World Culture & Language Req	Language other than English	3	WCL
STAT 310 or BUS 350	Data Visualization or Financial Literacy	3	UDB
Spring Senior Courses (15 units total)	Course or GE Title	Units	GE/Major
CST 498	Communication Design Capstone	3	Major
CST 302	History of Communication Design	3	UDC, Major
CST 236	Computing for Designers	3	Major
CST 390	Portfolio Development	1	Major elective
Communication Design Elective	CD elective not taken previously	4	Major elective
Free elective if needed	Free elective if needed to reach 120 units	1	Free elective
Transfer Pathway:	Game Design & Interactive Media	60	