

Communication Design, BS - Game Design Concentration

2-Year Pathway 2025/26 - 2029/30

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.

*The purple courses are offered once a year only!

Fall Junior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST300	Graduation Writing Assessment for Computing and Design	3	GWAR
CST348	Communication Design Proseminar	2	Major
CST304	Typography	4	Major
CST346	Human-Computer Interaction	3	Major
CST322	Environment Modeling	2	Conc
CST323	Character Design	2	Con
Spring Junior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST302	History of Communication Design	3	Major, UD GE 3
CST345	Visual Thinking Web Scripting	4	Major
CST321	Game Design & Interactive Media I	4	Conc
CST422	Level Design	2	Conc
CST423	Character Animation	2	Conc
Fall Senior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
Recommend CST319	Programming for Across Discipline	3	UD GE 2
CST446	User Research and Experience Design	4	Major
CST350	Web Scripting	4	Major
CST421	Game Design & Interactive II	4	Conc
Spring Senior Courses Course Prefix and Number	Course Title Abbreviate Course Title	Units	Requirement Met GE/UR/Major
CST316	Computing for Designers	4	Major
CST462s	Race, Gender, Class in the Digital World	3	UD GE 4 & UDSL

CST498	Communication Design Capstone	4	Major
Any approved course		3	WLC or Elective

*Transfers should come meeting the American Institutions req, otherwise, will need to take CST274 and graduate with 63 units instead of 60.