

## Communication Design, BS - Game Design Concentration

### 4-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!*

<b>Fall Freshman Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirements Met</b> GE/UR/Major
<b>STAT 100</b>	Intro to Statistics	<b>3</b>	<b>GE 2</b>
<b>Any approved course</b>	English Composition	<b>3</b>	<b>GE 1A</b>
<b>Any approved course</b>	Physical Science	<b>3</b>	<b>GE 5A</b>
<b>CST 201</b>	Media Tools I	<b>4</b>	<b>Major</b>
<b>FYS 145</b>	Digital Media and Culture	<b>3</b>	<b>FYS &amp; GE 3B</b>
<b>Spring Freshman Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>CST227</b>	Design Fundamentals	<b>3</b>	<b>GE 3A &amp; Major</b>
<b>CST202/L</b>	Drawing for Digital Media	<b>3</b>	<b>Major</b>
<b>Any approved course</b>	Critical Thinking	<b>3</b>	<b>GE 1B</b>
<b>Any approved course</b>	E.g. CST274	<b>3</b>	<b>GE 4A &amp; US 1</b>
<b>Any approved course</b>	Biological Science w/ lab	<b>4</b>	<b>GE 5B/5C</b>
<b>Fall Sophomore Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>CST230</b>	Media Tools 2	<b>4</b>	<b>Major</b>
<b>Any approved course</b>	Oral Communication	<b>3</b>	<b>GE 1C</b>
<b>Any approved elective</b>	Civics & Service Learning	<b>4</b>	<b>GE 4B</b>
<b>Any approved course</b>		<b>3</b>	<b>Elective</b>
<b>Spring Sophomore Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major

<b>CST251</b>	Web Tools	<b>4</b>	<b>Major</b>
<b>Any approved course</b>	Ethnic Studies	<b>3</b>	<b>GE 6</b>
<b>Any approved course</b>		<b>3</b>	<b>WLC: Language</b>
<b>Any approved course</b>		<b>4</b>	<b>Elective</b>
<b>Fall Junior Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>CST300</b>	Graduation Writing Assessment for Computing and Design	<b>3</b>	<b>GWAR</b>
<b>CST348</b>	Communication Design Proseminar	<b>2</b>	<b>Major</b>
<b>CST345</b>	Visual Thinking	<b>4</b>	<b>Major</b>
<b>CST350</b>	Web Scripting	<b>4</b>	<b>Major</b>
<b>CST322</b>	Environment Modeling	<b>2</b>	<b>Conc</b>
<b>CST323</b>	Character Design	<b>2</b>	<b>Conc</b>
<b>Spring Junior Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>CST302</b>	History of Communication Design	<b>3</b>	<b>Major, UD GE3</b>
<b>CST346</b>	Human-Computer Interaction	<b>3</b>	<b>Major</b>
<b>CST321</b>	Game Design and Interactive Media 1	<b>4</b>	<b>Conc</b>
<b>CST422</b>	Level Design	<b>2</b>	<b>Conc</b>
<b>CST423</b>	Character Animation	<b>2</b>	<b>Conc</b>
<b>Fall Senior Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>Recommend CST319</b>	Programming for Across Discipline	<b>3</b>	<b>UD GE 2</b>
<b>CST446</b>	User Research and Experience Design	<b>4</b>	<b>Major</b>
<b>CST304</b>	Typography	<b>4</b>	<b>Major</b>
<b>CST421</b>	Game Design & Interactive II	<b>4</b>	<b>Conc</b>
<b>Spring Senior Courses</b> Course Prefix and Number	<b>Course Title</b> Abbreviate Course Title	<b>Units</b>	<b>Requirement Met</b> GE/UR/Major
<b>CST316</b>	Computing for Designers	<b>4</b>	<b>Major</b>

<b>CST498</b>	Communication Design Capstone	<b>4</b>	<b>Major</b>
<b>CST462s</b>	Race, Gender, Class in the Digital World	<b>3</b>	<b>UD GE4 &amp; UDSL</b>
<b>Any approved course</b>		<b>3</b>	<b>WLC or Elective</b>