

ANIMATION+GAME ARTS

(BFA) Bachelor of Fine Arts

120 credit, four-year program of study

Name:

ID:

Email:

Advisor:

This curricular guide represents the requirements for students entering UMass Dartmouth for the academic year 2026–2027 and is intended as an example of progression towards the degree. Visit the [College of Visual & Performing Arts website](#) for more information.

DEGREE REQUIREMENTS AND RECOMMENDED SEQUENCE OF STUDY

Use the checkboxes to track completed courses.

Year One Fall Courses	Credits
<input type="checkbox"/> FOU 101: Visual Arts Seminar	3
<input type="checkbox"/> FOU 110: Foundation Drawing	3
<input type="checkbox"/> FOU 120: 2D Form and Surface	3
<input type="checkbox"/> FOU 140: Digital Essentials	3
<input type="checkbox"/> ENL 101: Critical Writing & Reading I	3

Year One Spring Courses	Credits
<input type="checkbox"/> FOU 130: 3D Form and Space	3
<input type="checkbox"/> ART __: 200+ Level Drawing	3
<input type="checkbox"/> ARH 102: Intro to the History of Art	3
<input type="checkbox"/> ENL 102: Critical Writing & Reading II	3
<input type="checkbox"/> Social World (*U Studies)	3

Year Two Fall Courses	Credits
<input type="checkbox"/> AGA 245: Story Structures	3
<input type="checkbox"/> AGA 247: 3D Modeling	3
<input type="checkbox"/> Studio Elective	3
<input type="checkbox"/> ENL 200: Topics in Literature	3
<input type="checkbox"/> ARH 200: Theory & Criticism of Art & Design	3

Year Two Spring Courses	Credits
<input type="checkbox"/> AGA 246: Principles of Animation	3
<input type="checkbox"/> AGA 248: Principles of Game Design	3
<input type="checkbox"/> MTH ____ Mathematics	3
<input type="checkbox"/> Social World (*U Studies)	3
<input type="checkbox"/> Studio Elective	3

Year Three Fall Courses	Credits
<input type="checkbox"/> AGA 347: Visual Design for Games	3
<input type="checkbox"/> ARH __: 200/300 Level Art History Elective	3
<input type="checkbox"/> Studio Elective	3
<input type="checkbox"/> 300/400 Level Studio Elective	3
<input type="checkbox"/> Science (*U Studies) 2A: Natural World	3

Year Three Spring Courses	Credits
<input type="checkbox"/> AGA 346: 3D Animation	3
<input type="checkbox"/> AGA 348: Game Design	3
<input type="checkbox"/> Free Elective	3
<input type="checkbox"/> ARH ____ 300/400 Level Art History	3
<input type="checkbox"/> Science (*U Studies) 2B: Engaged Community	3
Junior Progress Review	

Year Four Fall Courses	Credits
<input type="checkbox"/> AGA 445: Senior Animation Studio	3
<input type="checkbox"/> AGA 444: AGA Capstone Preproduction	3
<input type="checkbox"/> AGA 447: Senior Game Studio	3
<input type="checkbox"/> The Social World (*U Studies)	3
<input type="checkbox"/> Free Elective	3

Year Four Spring Courses	Credits
<input type="checkbox"/> AGA 448: A+GA Capstone	3
<input type="checkbox"/> AGA 405: Professional Design Practice	3
<input type="checkbox"/> Free Elective	3
<input type="checkbox"/> Free Elective	3
<input type="checkbox"/> Free Elective	3
Capstone Exhibition	

*Visit the [University Studies website](#) for a full list of courses.

Free Elective Credits are satisfied by any course.

At least 30 credits of advanced and specialized courses (numbered 300 or higher) must be completed.