Art 1303
Design I
This course will introduce you to the fundamental principles and elements of two-dimensional design. Through class exercises and projects, you will use a combination of studio techniques and computer software to solve design problems and express visual ideas. The skills and concepts you will learn are important in all two-dimensional art forms from painting, drawing and photography to illustration, graphic design, and video-game design.

COMM 1310
This course explores the fundamental principles, theories and practical applications of oral communication in a variety of contexts. Throughout this course you will enhance your communication competence in a small group, public and business setting by examining how various analytical frameworks covered in both text and lectures intersect with our personal experiences. The readings and assignments are designed to increase your skills at listening to messages, analyzing them internally, and making the private knowledge you gained public through various means of communication.

CS 1320
Introduction to Programming Logic
This course provides the beginning programmer with guide to developing structured program logic. The course assumes no programming experience and does not focus on any one particular language. It introduces programming concepts, such as structure, decision making, looping, arrays, and files and enforces good style and logical thinking. Students will also learn object-oriented programming techniques, events, and databases.

CS 1321
Beginning Object-Oriented Programming
Course Objectives: Understand the algorithmic problem-solving process and gain experience in applying it to the design of gaming/non-gaming computer programs and master fundamental skills in using C++ as a procedural and object-oriented programming language to solve gaming/mobile and PC applications. Students will learn to use an Integrated Development Environment; develop an understanding of the ethical principles that underlie computer science; master sound programming development skills to solve business problems as well as maintain existing programs; and work as a team member on a class project which will be part of the student's portfolio.

CS 2320
Data Structures & Algorithms
This course covers the modern theory of algorithms, focusing on the themes of efficient algorithms and intractable problems. The course goal is to provide a solid background in algorithms for computer science students, in preparation either for a job in industry or for more advanced courses at the graduate level.

CSAT 1307
Art History for Designers
This course is an introduction to world art and architecture, specifically tailored to the needs of designers in the fields of game and production design. Students will be introduced to a survey of historical periods, styles and artifacts, and asked to create their designs based on these historical sources.

Instruction will be divided between lectures, where the class will discuss the styles, methods, and materials of the visual art of many cultures; and practice, where students will work individually and in groups to synthesize new designs based on the authentic historical styles they have studied. This instruction will form the basis for individual and group projects in areas of game design, theater and film production, including costume and character design, as well as prop, set and environment construction.

CSAT 2306
A study of cinema graphic techniques and basic lighting approaches for film and digital video production. The goals of the class are (1) gain knowledge and awareness of basic camera and lighting techniques for digital video production; (2) understand key components of shooting methods; (3) obtain practical, hands-on experience in HD cinematography; (4) develop tools for visual storytelling.

CSAT 2309
Introduction to Game Design
In this class you will learn how to translate and refine ideas into playable games. You will study the history of games and play, keep a journal of games played, quickly create and test your game ideas using non-digital means, learn how to analyze games, read important game studies texts, and build a digital prototype using YoYo Game's GameMaker software. The learning objectives are 1) become familiar with the history of digital and non-digital games; 2) study the mechanics of what makes a game fun; 3) brainstorm concepts for games, quickly build them, and tweak them until successful; 4) use GameMaker to develop a working digital prototype of your final game idea.

CSAT 2310
Introduction to Digital Imaging

CSAT 2316
Computer Layout Design
In this class you will learn how to design and layout traditional print and interactive digital publications using Adobe InDesign and iBook Author. You will become familiar with relevant design styles, history and techniques through presentations, exercises and readings. Your general design and computer skills will be developed through hands-on projects, class critiques, and class discussions. Upon completing this course, you should feel confident laying out text and images, building visual narratives, and designing for multiple types of publications.

CSAT 3345
Advanced Video Production
This course is an advanced study of cinema graphic techniques, lighting and sound approaches for film and digital video production. The goals of the course are 1) gain strong skills in basic camera and lighting techniques for digital video production; 2) understand all components of shooting methodology; 3) obtain studio and location, hands-on experience in HD cinematography; 4) develop robust tools for visual storytelling.

FA 2391
Introduction to Photoshop
In this class you will learn how to use Adobe Photoshop to manipulate digital images. Through exercises and projects, you will develop your color, composition, and graphic design skills.

Objectives are 1) become familiar with Adobe Photoshop CS5 and use it to manipulate digital imagery; 2) learn how to digitize imagery via digital cameras and flatbed scanners for use in print and on the Internet; 3) develop an understanding of the importance of color choices, text placement, and graphic composition through a number of exercises and projects.