

Entertainment Design BFA (Themed Environments) 2026-27

Year 1 Fall	Year 1 Spring	Year 2 Fall	Year 2 Spring	Year 3 Fall	Year 3 Spring	Year 4 Fall	Year 4 Spring
DSNA 110 Perspective Drawing (ED, MD, VR)	DSNA 120 Figure Drawing I (ED, MD, VR)	EDES 201 Entertainment Design I	EDES 202 Entertainment Design II	EDES 301 Entertainment Design III	EDES 302 Entertainment Design IV	EDES 401 Entertainment Design Capstone	EDES 402 Entertainment Design Thesis or EDES 410 Entertainment Design Internship
DSNA 113 3D Design I (CT, ED, GD)	DSNA 123 3D Design II (ED, GD)	EDES 220 Spatial Environments	EDES 221 Environmental Wayfinding	EDES 320 Visualization & Communication Tools I	EDES 321 Visualization & Communication Tools II	EDES 420 Visualization & Communication Tools III	
EDES 100 Design Thinking I	EDES 120 Elements & Principles of Design	EDES 222 Materials & Processes	EDES 210 Immersive Media	BOAD 260 Project Management	EDES 300 Design Thinking II	Liberal Arts	Liberal Arts
LIBA 111 Contemporary Design Culture	ARTH 128 History of Immersive Media	ARTH 111 Development of Art & Ideas	History of Architecture	LIBA 230 Worldbuilding	CRWR 311 Writing for Shared Worlds	Liberal Arts	General Education Elective
WRIT 151 Writing Studio	LMST 282 Literature & Media Studies	Open Elective	Open Elective	Open Elective or INTE 301	Liberal Arts	Upper-Level Art History Elective	Open Elective
Program Curriculum			General Education			Electives	120 Credit Hours
First Year 12 hours 10%	Major Courses 39 hours 32.5%	Major Emphasis 15 hours 12.5%	Liberal Arts 24 hours 20%	Gen. Ed. Elective 6 hours 5%	Art & Design History 12 hours 10%	Open Electives 12 hours 10%	