Northeastern University focuses on the ability to create and compose visual and verbal components to construct meaning in diverse knowledge fields. An intensive studio-based program, the curriculum balances design history and theory with studio projects in both dynamic and static media to provide a broad understanding of the principles of perception and communication. As active participants in the interpretation and production of meaning itself, students have the opportunity to integrate the many facets of their University-based liberal arts experience. Extensive computer facilities afford students an opportunity to become proficient in the leading-edge skills necessary to produce their work for both the virtual and concrete worlds.

BFA in Studio Art
A new joint BFA degree program in collaboration with the School of the Museum of Fine Arts, Boston (SMFA). The studio art major consists predominantly of studio art courses with an accompanying group of Art + Design history courses and general electives. Students in this program take their studio art classes at the SMFA (located directly adjacent to Northeastern’s campus) and their Art + Design history courses and general electives at Northeastern. The BFA in Studio Art degree is awarded by Northeastern. This program allows you to explore a wide range of media, including ceramics, drawing, film, glass, metals, painting, performance, print and paper, sculpture, and sound.

Additional Dual Majors and Minors
The Department of Art + Design also offers the following dual majors and minors:
- Game design dual majors: For specific requirements and electives, see “BFA in Digital Art and Game Design” beginning on page 66 and “BFA in Graphic Design and Game Design” beginning on page 69.
- Interactive media dual majors: For specific requirements and electives, see “BFA in Digital Art and Interactive Media” beginning on page 67 and “BFA in Graphic Design and Interactive Media” beginning on page 70.
- Computer science and digital art dual major: For specific requirements and electives, see “BS in Computer Science and Digital Art” beginning on page 284.
- Minors in Art + Design and art history are also available.

Admission Requirements for Art + Design
There are specific admissions criteria for students entering majors in the Art + Design department. See “Admission Requirements for Art + Design” in the Admission section of this catalog, page 5.

Transferring to the Major
Students already enrolled at the University may apply to transfer into the Department of Art + Design. Students wishing to transfer should do the following:
- Submit a transfer petition to the chair of the department.
- Apply with a minimum GPA of 2.500.
• Have the Art + Design chair assign them a faculty advisor.
• Fulfill the portfolio requirement at the time of application or on a schedule designated by the department chair.

**Academic Progression Standards**
Same as college standards.

**BA in Art**

**NU CORE REQUIREMENTS**
See page 26 for requirement list.

**COLLEGE REQUIREMENTS FOR BA**
See page 41 for requirement list.

**ART + DESIGN CORE**

*Art + Design at Northeastern*
Complete the following course:
ARTF 1000  Art + Design at Northeastern  1 SH

*Art + Design Foundations*
Complete the following eight courses with corresponding tools courses, as indicated:
ARTF 1102  Color 1 Foundation  1 SH
ARTF 1104  Color 2 Foundation  1 SH
ARTF 1120  Drawing 1 Foundation  4 SH
ARTF 1121  Drawing 2 Foundation  4 SH
ARTF 1122  2D Foundation  4 SH
with ARTF 1123  2D Tools: Imaging Basics  1 SH
ARTF 1124  3D Foundation  4 SH
with ARTF 1125  3D Tools: Form Basics  1 SH
ARTF 2220  4D Foundation  4 SH
with ARTF 2221  4D Tools: Motion Basics  1 SH
ARTF 2223  Interactive Foundation  4 SH
with ARTF 2224  Interactive Tools  1 SH

*Art + Design History*
Complete the following three courses:
ARTH 1110  Art + Design History before 1400  4 SH
ARTH 1111  Art + Design History since 1400  4 SH
ARTH 2210  Art + Design History, 1900 to 1945  4 SH

**ART REQUIREMENTS**

*Required Courses*
Complete the following three courses:
ARTH 2211  Art + Design History, 1945 to Present  4 SH
ARTS 4540  Contemporary Directions in Art  4 SH
ARTS 4541  Interarts  4 SH

*Art Electives*
Complete two courses from the following list with corresponding tools courses, as indicated:
ART
ARTE 2500  Art + Design Abroad: Studio  4 SH
ARTE 2501  Art + Design Abroad: History  4 SH
ARTE 4901  Special Topics in Art + Design Studio  4 SH
ARTH 2213  Nineteenth-Century Art  4 SH

ARTH 2214  American Art  4 SH
ARTH 3410  Art of the African Diaspora  4 SH
ARTS 2340  Painting Basics  4 SH
ARTS 2341  Figure Drawing  4 SH
ARTS 3449  Drawing in Mixed Media  4 SH

**DIGITAL ART**
ARTD 2360  Photo Basics  4 SH
with ARTD 2361  Photo Tools  1 SH
ARTD 2370  Animation Basics  4 SH
with ARTD 2371  Animation Tools  1 SH
ARTD 2380  Video Basics  4 SH
with ARTD 2381  Video Tools  1 SH
ARTD 3460  Photography 1  4 SH
ARTD 3470  Animation Studio 1  4 SH
ARTD 3480  Video 1  4 SH
ARTD 4560  Photography 2  4 SH
ARTD 4570  Animation Studio 2  4 SH
ARTD 4575  Animation Studio 3  4 SH
ARTD 4580  Video 2  4 SH
ARTD 4660  Studio Photography  4 SH
ARTD 4661  Alternative Photographic Processes  4 SH
ARTD 4680  Video 3  4 SH

**GENERAL ELECTIVES**
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

**COOPERATIVE EDUCATION**
If elected

**UNIVERSITY-WIDE REQUIREMENTS**
128 total semester hours required
Minimum 2.000 GPA required

**BFA in Digital Art**

**NU CORE REQUIREMENTS**
See page 26 for requirement list.

**ART + DESIGN CORE**

*Art + Design at Northeastern*
Complete the following course:
ARTF 1000  Art + Design at Northeastern  1 SH

*Art + Design Foundations*
Complete the following eight courses with corresponding tools courses, as indicated:
ARTF 1102  Color 1 Foundation  1 SH
ARTF 1104  Color 2 Foundation  1 SH
ARTF 1120  Drawing 1 Foundation  4 SH
ARTF 1121  Drawing 2 Foundation  4 SH
ARTF 1122  2D Foundation  4 SH
with ARTF 1123  2D Tools: Imaging Basics  1 SH
ARTF 1124  3D Foundation  4 SH
with ARTF 1125  3D Tools: Form Basics  1 SH
ARTF 2220  4D Foundation  4 SH
with ARTF 2221  4D Tools: Motion Basics  1 SH
ARTF 2223  Interactive Foundation  4 SH
with ARTF 2224  Interactive Tools  1 SH

Art + Design History
Complete the following three courses:
ARTH 1110  Art + Design History before 1400  4 SH
ARTH 1111  Art + Design History since 1400  4 SH
ARTH 2210  Art + Design History, 1900 to 1945  4 SH

DIGITAL ART REQUIREMENTS
Photography, Animation, and Video
Complete the following five courses with corresponding tools courses, as indicated:
ARTD 2360  Photo Basics  4 SH
with ARTD 2361  Photo Tools  1 SH
ARTD 2370  Animation Basics  4 SH
with ARTD 2371  Animation Tools  1 SH
ARTD 2380  Video Basics  4 SH
with ARTD 2381  Video Tools  1 SH
ARTD 4530  Contemporary Directions in Digital Art
ARTH 2212  Survey of the Still and Moving Image  4 SH

Digital Art Electives
Complete four courses from the digital art or art lists:

D I G I T A L  A R T
ARTD 3460  Photography 1  4 SH
ARTD 3470  Animation Studio 1  4 SH
ARTD 4560  Video 1  4 SH
ARTD 4570  Animation Studio 2  4 SH
ARTD 4575  Animation Studio 3  4 SH
ARTD 4580  Video 2  4 SH
ARTD 4660  Studio Photography  4 SH
ARTD 4661  Alternative Photographic Processes  4 SH
ARTD 4680  Video 3  4 SH

ART
ARTE 2500  Art + Design Abroad: Studio  4 SH
ARTE 2501  Art + Design Abroad: History  4 SH
ARTE 4901  Special Topics in Art + Design Studio  4 SH
ARTH 2213  Nineteenth-Century Art  4 SH
ARTH 2214  American Art  4 SH
ARTH 3410  Art of the African Diaspora  4 SH
ARTS 2340  Painting Basics  4 SH
ARTS 2341  Figure Drawing  4 SH
ARTS 3449  Drawing in Mixed Media  4 SH

Design Requirement
Complete the following course with corresponding tools course:
ARTG 2250  Typography 1  4 SH
with ARTG 2251  Type Tools  1 SH

Design Elective
Complete one course from the following list:
ARTG 2252  Graphic Design 1  4 SH
ARTG 3351  Time-Based Design  4 SH
ARTG 3352  Interactive Design  4 SH

Digital Art Degree Project
Complete the following course:
ARTD 4670  Digital Art Degree Project  4 SH

GENERAL ELECTIVES
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

COOPERATIVE EDUCATION
If elected

UNIVERSITY-WIDE REQUIREMENTS
128 total semester hours required
Minimum 2.000 GPA required

BFA in Graphic Design

NU CORE REQUIREMENTS
See page 26 for requirement list.

ART + DESIGN CORE
Art + Design at Northeastern
Complete the following course:
ARTF 1000  Art + Design at Northeastern  1 SH

Art + Design Foundations
Complete the following eight courses with corresponding tools courses, as indicated:
ARTF 1102  Color 1 Foundation  1 SH
ARTF 1104  Color 2 Foundation  1 SH
ARTF 1120  Drawing 1 Foundation  4 SH
ARTF 1121  Drawing 2 Foundation  4 SH
ARTF 1122  2D Foundation  4 SH
with ARTF 1123  2D Tools: Imaging Basics  1 SH
ARTF 1124  3D Foundation  4 SH
with ARTF 1125  3D Tools: Form Basics  1 SH
ARTF 2220  4D Foundation  4 SH
with ARTF 2221  4D Tools: Motion Basics  1 SH
ARTF 2223  Interactive Foundation  4 SH
with ARTF 2224  Interactive Tools  1 SH

Art + Design History
Complete the following four courses:
ARTH 1110  Art + Design History before 1400  4 SH
ARTH 1111  Art + Design History since 1400  4 SH
ARTH 2210  Art + Design History, 1900 to 1945  4 SH
ARTH 2211  Art + Design History, 1945 to Present  4 SH
**Graphic Design Requirements**

**Design**
Complete the following six courses with corresponding tools course, as indicated:

- ARTG 2250 Typography 1 4 SH
- with ARTG 2251 Type Tools 1 SH
- ARTG 2252 Graphic Design 1 4 SH
- ARTG 3350 Typography 2 4 SH
- ARTG 3450 Graphic Design 2 4 SH
- ARTG 3451 Information Design 4 SH
- ARTG 4550 Contemporary Directions 4 SH in Graphic Design

**4D Design Electives**
Complete two courses from the following list:

- ARTG 3351 Time-Based Design 4 SH
- ARTG 3352 Interactive Design 4 SH
- ARTG 3451 Information Design 4 SH
- ARTG 4553 Environmental Design 4 SH

**Design Elective**
Complete the typography course or the topics course listed below, or complete one additional 4D elective not previously taken from the above list “4D Design Electives.”

**TYPOGRAPHY**
- ARTG 4554 Typography 3 4 SH

**TOPICS**
- ARTE 4901 Special Topics in Art + Design Studio 4 SH

**Art Elective**
Complete one course with corresponding tools course, as indicated, from the following list:

- ARTD 2360 Photo Basics 4 SH
- with ARTD 2361 Photo Tools 1 SH
- ARTD 2370 Animation Basics 4 SH
- with ARTD 2371 Animation Tools 1 SH
- ARTD 2380 Video Basics 4 SH
- with ARTD 2381 Video Tools 1 SH

**Graphic Design Degree Project**
Complete the following course:
- ARTG 4551 Graphic Design Degree Project 4 SH

**General Electives**
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

**Cooperative Education**
If elected

**University-Wide Requirements**
128 total semester hours required
Minimum 2.000 GPA required

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**BFA in Studio Art**
The BFA in Studio Art is a joint degree program offered in collaboration with the School of the Museum of Fine Arts, Boston. Art, design history, and general education requirements are offered at Northeastern University, and studio art courses, which are determined in consultation with School of Museum of Fine Arts academic advisors, are targeted to each student’s unique program of study. For degree requirements, please visit the myNEU Web Portal (www.myneu.neu.edu), click on the “Self-Service” tab, then on “My Degree Audit.”

**BFA in Digital Art and Game Design**

**NU Core Requirements**
See page 26 for requirement list.

**Digital Art Courses**

**Art + Design Learning Community**
Complete the following course:
- ARTF 1000 Art + Design at Northeastern 1 SH

**Art + Design Foundations**
Complete the following ten courses with corresponding tools courses, as indicated:

- ARTF 1102 Color 1 Foundation 1 SH
- ARTF 1103 Color 2 Foundation 1 SH
- ARTH 1111 Art + Design History since 1400 4 SH
- ARTF 1120 Drawing 1 Foundation 4 SH
- ARTF 1121 Drawing 2 Foundation 4 SH
- ARTF 1122 2D Foundation 4 SH
- with ARTF 1123 2D Tools: Imaging Basics 1 SH
- ARTF 1124 3D Foundation 4 SH
- with ARTF 1125 3D Tools: Form Basics 1 SH
- ARTF 2220 4D Foundation 4 SH
- with ARTF 2221 4D Tools: Motion Basics 1 SH
- ARTF 2223 Interactive Foundation 4 SH
- with ARTF 2224 Interactive Tools 1 SH
- ARTH 2212 Survey of the Still and Moving Image 4 SH

**Digital Art Requirements**
Complete two of the following courses with corresponding tools courses:

- ARTD 2360 Photo Basics 4 SH
- with ARTD 2361 Photo Tools 1 SH
- ARTD 2370 Animation Basics 4 SH
- with ARTD 2371 Animation Tools 1 SH
- ARTD 2380 Video Basics 4 SH
- with ARTD 2381 Video Tools 1 SH

**Digital Art Electives**
Complete two of the following courses:

- ARTD 3460 Photography 1 4 SH
- ARTD 3470 Animation Studio 1 4 SH
- ARTD 3480 Video 1 4 SH
- ARTD 4560 Photography 2 4 SH
- ARTD 4570 Animation Studio 2 4 SH
- ARTD 4580 Video 2 4 SH
GENERAL REQUIREMENTS FOR GAME DESIGN

DUAL MAJORS

Social Science Level 1
Complete the following course:
PSYC 1101 Foundations of Psychology 4 SH

Mathematics
Complete the following course:
MATH 1260 Math Fundamentals for Games 4 SH

Computer Science
Complete the following course with corresponding lab:
CS 2500 Fundamentals of Computer Science 4 SH
with CS 2501 Lab for CS 2500 1 SH

Ethics and Culture
Complete one of the following courses. This course should be taken only after the student has completed 56 semester hours:
COMM 1220 Media, Culture, and Society 4 SH
PHIL 1145 Technology and Human Values 4 SH
SOCL 4528 Computers and Society 4 SH

GAME DESIGN COURSES

Game Design
Complete the following seven courses:
GAME 1110 Games and Society 4 SH
GAME 2150 Programming for Games 4 SH
GAME 3300 Game Interface Design 4 SH
GAME 3700 Game Projects: Preproduction 4 SH
GAME 3800 Game Projects: Assets and Prototyping 4 SH
GAME 4700 Game Design Capstone 1 4 SH
GAME 4701 Game Design Capstone 2 4 SH

Interactive Media
Complete the following course:
IM 2100 Digital Narrative 1 4 SH

CREATIVE INDUSTRIES ELECTIVES

Complete three courses from the following lists. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

Art + Design
ARTH 2210 Art + Design History, 1900 to 1945 4 SH
ARTH 2212 Survey of the Still and Moving Image 4 SH

Graphic Design
ARTG 2250 Typography 1 4 SH
with ARTG 2251 Type Tools 1 SH
ARTG 2252 Graphic Design 1 4 SH
ARTG 3350 Typography 2 4 SH

Interactive Media
IM 1110 Interactive Media and Society 4 SH
IM 3200 Interactive Sound Development 4 SH
IM 2200 Digital Narrative 2 4 SH
IM 2300 Managing Media Development 4 SH

Computer Science
Complete the following course with corresponding lab:
CS 2510 Fundamentals of Computer Science 2 4 SH
with CS 2511 Lab for CS 2510 1 SH
CS 2800 Logic and Computation 4 SH
with CS 2801 Lab for CS 2800 1 SH
CS 3200 Database Design 4 SH
CS 3500 Object-Oriented Design 4 SH
CS 3800 Theory of Computation 4 SH
CS 4100 Artificial Intelligence 4 SH
CS 4300 Computer Graphics 4 SH
CS 4400 Programming Languages 4 SH
CS 4550 Web Development 4 SH
CS 4800 Algorithms and Data 4 SH
IS 4300 Human Computer Interaction 4 SH

Psychology
PSYC 3452 Sensation and Perception 4 SH
PSYC 3464 Psychology of Language 4 SH
PSYC 3466 Cognition 4 SH

REQUIRED GENERAL ELECTIVES

Complete two general electives. If the NU Core comparative study of cultures requirement is to be satisfied by taking a course, then it must be one of the general electives.

GENERAL ELECTIVES

Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

COOPERATIVE EDUCATION

If elected

UNIVERSITY-WIDE REQUIREMENTS

138 total semester hours required
Minimum 2.000 GPA required

BFA in Digital Art and Interactive Media

NU CORE REQUIREMENTS

See page 26 for requirement list.

DIGITAL ART REQUIREMENTS

Art + Design at Northeastern
Complete the following course:
ARTF 1000 Art + Design at Northeastern 1 SH

Art + Design Foundations
Complete the following ten courses with corresponding tools courses:
ARTF 1102 Color 1 Foundation 1 SH
ARTF 1104 Color 2 Foundation 1 SH
ARTH 1111 Art + Design History since 1400 4 SH
ARTF 1120 Drawing 1 Foundation 4 SH
ARTF 1121 Drawing 2 Foundation 4 SH
ARTF 1122 2D Foundation 4 SH
with ARTF 1123 2D Tools: Imaging Basics 1 SH
ARTF 1124 3D Foundation 4 SH
with ARTF 1125 3D Tools: Form Basics 1 SH
ARTF 2220 4D Foundation 4 SH
with ARTF 2221 4D Tools: Motion Basics 1 SH
ARTF 2223 Interactive Foundation 4 SH
with ARTF 2224 Interactive Tools 1 SH
ARTH 2212 Survey of the Still and Moving Image 4 SH

**Graphic Design**
Complete the following course with corresponding tools course:
ARTG 2250 Typography 1 4 SH
with ARTG 2251 Type Tools 1 SH

**Digital Art Midlevel Studios**
Complete two of the following courses with corresponding tools courses:
ARTD 2360 Photo Basics 4 SH
with ARTD 2361 Photo Tools 1 SH
ARTD 2370 Animation Basics 4 SH
with ARTD 2371 Animation Tools 1 SH
ARTD 2380 Video Basics 4 SH
with ARTD 2381 Video Tools 1 SH

**Digital Art Electives**
Complete two courses from the following list:
ARTD 3460 Photography 1 4 SH
ARTD 3470 Animation Studio 1 4 SH
ARTD 3480 Video 1 4 SH
ARTD 4560 Photography 2 4 SH
ARTD 4570 Animation Studio 2 4 SH
ARTD 4580 Video 2 4 SH

**INTERACTIVE MEDIA REQUIREMENTS**

**Interactive Media Courses**
Complete the following seven courses:
IM 1110 Interactive Media and Society 4 SH
IM 2100 Digital Narrative 1 4 SH
IM 2250 Programming for Digital Media 4 SH
IM 2300 Managing Media Development 4 SH
IM 2400 Web Design and Development 4 SH
with IM 2401 Web Development Tools 1 SH
IM 4700 Interactive Media Capstone 1 4 SH
IM 4701 Interactive Media Capstone 2 4 SH

**GENERAL REQUIREMENTS**

**Social Science Level 1**
Complete the following course:
PSYC 1101 Foundations of Psychology 4 SH

**Mathematics**
Complete the following course:
MATH 1260 Math Fundamentals for Games 4 SH

**Computer Science**
Complete the following course:
CS 2500 Fundamentals of Computer Science 1 4 SH
with CS 2501 Lab for CS 2500 1 SH

**Ethics and Culture**
Complete one of the following courses. This course should be taken only after the student has completed 56 semester hours:
COMM 1220 Media, Culture, and Society 4 SH
PHIL 1145 Technology and Human Values 4 SH
SOCI 4528 Computers and Society 4 SH

**CREATIVE INDUSTRIES ELECTIVES**
Complete three courses from the following lists. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

**Interactive Media**
IM 2200 Digital Narrative 2 4 SH
IM 3200 Interactive Sound Development 4 SH
IM 3250 Physical Computing 4 SH
IM 3500 Cross-Media Marketing and Communication 4 SH
IM 3600 Market Analysis for the Creative Industries 4 SH
IM 3700 Interface and Virtual Environments 4 SH
IM 4992 Directed Study 4 SH
IM 4993 Independent Study 4 SH

**Graphic Design**
ARTG 2252 Graphic Design 1 4 SH
ARTG 3350 Typography 2 4 SH
ARTH 2210 Art + Design History, 1900 to 1945 4 SH

**Digital Art**
ARTD 2360 Photo Basics 4 SH
with ARTD 2361 Photo Tools 1 SH
ARTD 2370 Animation Basics 4 SH
with ARTD 2371 Animation Tools 1 SH
ARTD 2380 Video Basics 4 SH
with ARTD 2381 Video Tools 1 SH
ARTD 3460 Photography 1 4 SH
ARTD 3470 Animation Studio 1 4 SH
ARTD 3480 Video 1 4 SH
ARTD 4560 Photography 2 4 SH
ARTD 4570 Animation Studio 2 4 SH
ARTD 4580 Video 2 4 SH

**Computer Science**
Complete the following course:
CS 2510 Fundamentals of Computer Science 2 4 SH
with CS 2511 Lab for CS 2510 1 SH
CS 2800 Logic and Computation 4 SH
with CS 2801 Lab for CS 2800 1 SH
CS 3200 Database Design 4 SH
CS 3500 Object-Oriented Design 4 SH
CS 3800 Theory of Computation 4 SH
CS 4100 Artificial Intelligence 4 SH
CS 4300  Computer Graphics  4 SH  
CS 4400  Programming Languages  4 SH  
CS 4550  Web Development  4 SH  
CS 4800  Algorithms and Data  4 SH  
IS 4300  Human Computer Interaction  4 SH  

**Psychology**  
PSYC 3452  Sensation and Perception  4 SH  
PSYC 3464  Psychology of Language  4 SH  
PSYC 3466  Cognition  4 SH  

**REQUIRED GENERAL ELECTIVES**  
Complete three general electives. If the NU Core comparative study of cultures requirement is to be satisfied by taking a course, then it must be one of the general electives.  

**GENERAL ELECTIVES**  
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.  

**COOPERATIVE EDUCATION**  
If elected  

**UNIVERSITY-WIDE REQUIREMENTS**  
140 total semester hours required  
Minimum 2.000 GPA required  

**BFA in Graphic Design and Game Design**  

**NU CORE REQUIREMENTS**  
See page 26 for requirement list.  

**GRAPHIC DESIGN COURSES**  

**Art + Design Learning Community**  
Complete the following course:  
ARTF 1000  Art + Design at Northeastern  1 SH  

**Art + Design Foundations**  
Complete the following ten courses with corresponding tools courses, as indicated:  
- ARTF 1102  Color 1 Foundation  1 SH  
- ARTF 1104  Color 2 Foundation  1 SH  
- ARTH 1111  Art + Design History since 1400  4 SH  
- ARTF 1120  Drawing 1 Foundation  4 SH  
- ARTF 1121  Drawing 2 Foundation  4 SH  
- ARTF 1122  2D Foundation  4 SH  
- with ARTF 1123  2D Tools: Imaging Basics  1 SH  
- ARTF 1124  3D Foundation  4 SH  
- with ARTF 1125  3D Tools: Form Basics  1 SH  
- ARTF 2220  4D Foundation  4 SH  
- with ARTF 2221  4D Tools: Motion Basics  1 SH  
- ARTF 2223  Interactive Foundation  4 SH  
- with ARTF 2224  Interactive Tools  1 SH  
- ARTH 2210  Art + Design History, 1900 to 1945  4 SH  

**Graphic Design Requirements**  
Complete the following five courses:  
- ARTG 2250  Typography 1  4 SH  
- ARTG 2252  Graphic Design 1  4 SH  
- ARTG 3350  Typography 2  4 SH  
- ARTG 3450  Graphic Design 2  4 SH  
- ARTG 3451  Information Design  4 SH  

**4D Design Elective**  
Complete one of the following courses:  
- ARTG 3351  Time-Based Design  4 SH  
- ARTG 4552  Interactive Information Design  4 SH  
- ARTG 4553  Environmental Design  4 SH  

**GENERAL REQUIREMENTS FOR GAME DESIGN DUAL MAJORS**  

**Social Science Level 1**  
Complete the following course:  
- PSYC 1101  Foundations of Psychology  4 SH  

**Mathematics**  
Complete the following course:  
- MATH 1260  Math Fundamentals for Games  4 SH  

**Computer Science**  
Complete the following course with corresponding lab:  
- CS 2500  Fundamentals of Computer Science  4 SH  
- with CS 2501  Lab for CS 2500  1 SH  

**Ethics and Culture**  
Complete one of the following courses. This course should be taken only after the student has completed 56 semester hours:  
- COMM 1220  Media, Culture, and Society  4 SH  
- PHIL 1145  Technology and Human Values  4 SH  
- SOCL 4528  Computers and Society  4 SH  

**GAME DESIGN COURSES**  

**Game Design**  
Complete the following seven courses:  
- GAME 1110  Games and Society  4 SH  
- GAME 2150  Programming for Games  4 SH  
- GAME 3300  Game Interface Design  4 SH  
- GAME 3700  Game Projects: Preproduction  4 SH  
- GAME 3800  Game Projects: Assets and Prototyping  4 SH  
- GAME 4700  Game Design Capstone  1  4 SH  
- GAME 4701  Game Design Capstone  2  4 SH  

**Interactive Media**  
Complete the following course:  
- IM 2100  Digital Narrative 1  4 SH  

**CREATIVE INDUSTRIES ELECTIVES**  
Complete two courses from the following lists. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:  

**Game Design**  
- GAME 3150  Game Design Algorithms  4 SH  
- GAME 3250  Artificial Intelligence for Games  4 SH  
- GAME 3400  Level Design and Game Architecture  4 SH
### Digital Art
- **ARTD 2360** Photo Basics 4 SH
- with **ARTD 2361** Photo Tools 1 SH
- **ARTD 2370** Animation Basics 4 SH
- **ARTD 2380** Video Basics 4 SH
- with **ARTD 2381** Video Tools 1 SH
- **ARTH 2212** Survey of the Still and Moving Image 4 SH

### Interactive Media
- **IM 1110** Interactive Media and Society 4 SH
- **IM 2200** Digital Narrative 2 4 SH
- **IM 2300** Managing Media Development 4 SH
- **IM 2400** Web Design and Development 4 SH
- with **IM 2401** Web Development Tools 1 SH
- **IM 3200** Interactive Sound Development 4 SH
- **IM 4992** Directed Study 4 SH
- **IM 4993** Independent Study 4 SH

### Computer Science
- **CS 2510** Fundamentals of Computer Science 2 4 SH
- with **CS 2511** Lab for CS 2510 1 SH
- **CS 2800** Logic and Computation 4 SH
- with **CS 2801** Lab for CS 2800 1 SH

### Psychology
- **PSYC 3452** Sensation and Perception 4 SH
- **PSYC 3464** Psychology of Language 4 SH
- **PSYC 3466** Cognition 4 SH

### REQUIRED GENERAL ELECTIVES
Complete two general electives. If the NU Core comparative study of cultures requirement is to be satisfied by taking a course, then it must be one of the general electives.

### GENERAL ELECTIVES
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

### COOPERATIVE EDUCATION
If elected

### UNIVERSITY-WIDE REQUIREMENTS
- 138 total semester hours required
- Minimum 2.000 GPA required

### BFA in Graphic Design and Interactive Media

### NU CORE REQUIREMENTS
See page 26 for requirement list.

### GRAPHIC DESIGN REQUIREMENTS

#### Art + Design at Northeastern
Complete the following course:
- **ARTF 1000** Art + Design at Northeastern 1 SH

#### Art + Design Foundations
Complete the following eight courses with corresponding tools courses, as indicated:
- **ARTF 1102** Color 1 Foundation 1 SH
- **ARTF 1104** Color 2 Foundation 1 SH
- **ARTF 1120** Drawing 1 Foundation 4 SH
- **ARTF 1121** Drawing 2 Foundation 4 SH
- **ARTF 1122** 2D Foundation 4 SH
- with **ARTF 1123** 2D Tools: Imaging Basics 1 SH
- **ARTF 1124** 3D Foundation 4 SH
- with **ARTF 1125** 3D Tools: Form Basics 1 SH
- **ARTF 2220** 4D Foundation 4 SH
- with **ARTF 2221** 4D Tools: Motion Basics 1 SH
- **ARTF 2223** Interactive Foundation 4 SH
- with **ARTF 2224** Interactive Tools 1 SH

#### Art + Design History
Complete the following two courses:
- **ARTH 1111** Art + Design History since 1400 4 SH
- **ARTH 2210** Art + Design History, 1900 to 1945 4 SH

### Graphic Design
Complete the following five courses with corresponding tools course, as indicated:
- **ARTG 2250** Typography 1 4 SH
- with **ARTG 2251** Type Tools 1 SH
- **ARTG 2252** Graphic Design 1 4 SH
- **ARTG 3350** Typography 2 4 SH
- **ARTG 3450** Graphic Design 2 4 SH
- **ARTG 3451** Information Design 4 SH

#### Graphic Design Elective
Complete one course from the following list:
- **ARTG 3351** Time-Based Design 4 SH
- **ARTG 4552** Interactive Information Design 4 SH
- **ARTG 4553** Environmental Design 4 SH

### INTERACTIVE MEDIA REQUIREMENTS

#### Interactive Media Courses
Complete the following seven courses:
- **IM 1110** Interactive Media and Society 4 SH
- **IM 2100** Digital Narrative 1 4 SH
- **IM 2250** Programming for Digital Media 4 SH
- **IM 2300** Managing Media Development 4 SH
- **IM 2400** Web Design and Development 4 SH
- with **IM 2401** Web Development Tools 1 SH
- **IM 4700** Interactive Media Capstone 1 4 SH
- **IM 4701** Interactive Media Capstone 2 4 SH

### GENERAL REQUIREMENTS

#### Social Science Level 1
Complete the following course:
- **PSYC 1101** Foundations of Psychology 4 SH

#### Mathematics
Complete the following course:
- **MATH 1260** Math Fundamentals for Games 4 SH

#### Computer Science
Complete the following course:
- **CS 2500** Fundamentals of Computer Science 1 4 SH
- with **CS 2501** Lab for CS 2500 1 SH
Ethics and Culture
Complete one of the following courses. This course should be taken only after the student has completed 56 semester hours:
- COMM 1220 Media, Culture, and Society 4 SH
- PHIL 1145 Technology and Human Values 4 SH
- SOCL 4528 Computers and Society 4 SH

CREATIVE INDUSTRIES ELECTIVES
Complete three courses from the following lists. If the course has prerequisites, the student must complete those first unless permission is obtained in advance from the program office. If the course requires a corresponding lab or tools course, that course must be taken as well:

Interactive Media
- IM 2200 Digital Narrative 2 4 SH
- IM 3200 Interactive Sound Development 4 SH
- IM 3500 Cross-Media Marketing and Communication 4 SH
- IM 3600 Market Analysis for the Creative Industries 4 SH
- IM 3700 Interface and Virtual Environments 4 SH
- IM 4992 Directed Study 4 SH
- IM 4993 Independent Study 4 SH

Digital Art
- ARTD 2360 Photo Basics 4 SH
  with ARTD 2361 Photo Tools 1 SH
- ARTD 2370 Animation Basics 4 SH
  with ARTD 2371 Animation Tools 1 SH
- ARTD 2380 Video Basics 4 SH
  with ARTD 2381 Video Tools 1 SH
- ARTH 2212 Survey of the Still and Moving Image 4 SH

Computer Science
- CS 2510 Fundamentals of Computer Science 2 4 SH
  with CS 2511 Lab for CS 2510 1 SH
- CS 2800 Logic and Computation 4 SH
  with CS 2801 Lab for CS 2800 1 SH
- CS 3200 Database Design 4 SH
- CS 3500 Object-Oriented Design 4 SH
- CS 3800 Theory of Computation 4 SH
- CS 4100 Artificial Intelligence 4 SH
- CS 4300 Computer Graphics 4 SH
- CS 4400 Programming Languages 4 SH
- CS 4550 Web Development 4 SH
- CS 4800 Algorithms and Data 4 SH
- IS 4300 Human Computer Interaction 4 SH

Psychology
- PSYC 3452 Sensation and Perception 4 SH
- PSYC 3464 Psychology of Language 4 SH
- PSYC 3466 Cognition 4 SH

REQUIRED GENERAL ELECTIVES
Complete two general electives. If the NU Core comparative studies of cultures requirement is to be satisfied by taking a course, then it must be one of the general electives.

GENERAL ELECTIVES
Additional courses taken beyond college and major course requirements to satisfy graduation credit requirements.

COOPERATIVE EDUCATION
If elected

UNIVERSITY-WIDE REQUIREMENTS
140 total semester hours required
Minimum 2.000 GPA required

BS in Computer Science and Digital Art
See page 284.

Minor in Art + Design
Restricted to students with majors outside the Department of Art + Design.

ART + DESIGN REQUIRED COURSES
Complete the following four courses with corresponding tools courses, as indicated:
- ARTT 1120 Drawing I Foundation 4 SH
- ARTT 1122 2D Foundation 4 SH
- ARTT 1123 2D Tools: Imaging Basics 1 SH
- ARTT 1124 3D Foundation 4 SH
- ARTT 1125 3D Tools: Form Basics 1 SH
- ARTT 2220 4D Foundation 4 SH
- ARTT 2221 4D Tools: Motion Basics 1 SH

ART + DESIGN ELECTIVE
Complete one of the following courses with corresponding tools course, as indicated. Note: There is no tools course for ARTS 2340:
- ARTG 2250 Typography I 4 SH
  with ARTG 2251 Type Tools 1 SH
- ARTS 2340 Painting Basics 4 SH
- ARTD 2360 Photo Basics 4 SH
  with ARTD 2361 Photo Tools 1 SH
- ARTD 2370 Animation Basics 4 SH
  with ARTD 2371 Animation Tools 1 SH
- ARTD 2380 Video Basics 4 SH
  with ARTD 2381 Video Tools 1 SH

GPA REQUIREMENT
3.000 GPA required in the minor
Minor in Art History

REQUIREMENTS FOR NON-ART + DESIGN MAJORS
Students with majors outside the Department of Art + Design should complete the following requirements:

Art History Electives
Complete five courses from the following list. Note: Architectural history courses may also be used upon approval of the chair of the Art + Design department:

- ARTE 2501 Art + Design Abroad: History 4 SH
- ARTH 1110 Art + Design History before 1400 4 SH
- ARTH 1111 Art + Design History since 1400 4 SH
- ARTH 2210 Art + Design History, 1900 to 1945 4 SH
- ARTH 2211 Art + Design History, 1945 to Present 4 SH
- ARTH 2212 Survey of the Still and Moving Image 4 SH
- ARTH 2213 Nineteenth-Century Art 4 SH
- ARTH 2214 American Art 4 SH
- ARTH 3410 Art of the African Diaspora 4 SH

REQUIREMENTS FOR ART + DESIGN MAJORS
Students with majors in the Department of Art + Design should complete the following requirements:

Art History Electives
Augment the art history courses within your major by completing four electives from the following list. Note: Architectural history, cinema studies, or creative industries courses may also be used upon approval by the chair of the Art + Design department.

- ARTE 2501 Art + Design Abroad: History 4 SH
- ARTH 2211 Art + Design History, 1945 to Present 4 SH
- ARTH 2212 Survey of the Still and Moving Image 4 SH
- ARTH 2213 Nineteenth-Century Art 4 SH
- ARTH 2214 American Art 4 SH
- ARTH 3410 Art of the African Diaspora 4 SH

GPA REQUIREMENT
3.000 GPA required in the minor

Minor in Digital Art
 Restricted to graphic design majors.

REQUIRED COURSE
Complete the following course:
- ARTH 2212 Survey of the Still and Moving Image 4 SH

DIGITAL ART REQUIREMENTS
Complete 16 semester hours of electives from the following lists, including at least one basic elective with corresponding tools course:

Basic Electives
- ARTD 2360 Photo Basics 4 SH
  with ARTD 2361 Photo Tools 1 SH
- ARTD 2370 Animation Basics 4 SH
  with ARTD 2371 Animation Tools 1 SH
- ARTD 2380 Video Basics 4 SH
  with ARTD 2381 Video Tools 1 SH

Digital Art Electives
- ARTD 3460 Photography 1 4 SH
- ARTD 3470 Animation Studio 1 4 SH
- ARTD 3480 Video 1 4 SH
- ARTD 4560 Photography 2 4 SH
- ARTD 4570 Animation Studio 2 4 SH
- ARTD 4580 Video 2 4 SH
- ARTD 4660 Studio Photography 4 SH
- ARTD 4661 Alternative Photographic Processes 4 SH
- ARTD 4670 Digital Art Degree Project 4 SH
- ARTD 4680 Video 3 4 SH

GPA REQUIREMENT
3.000 GPA required in the minor

Minor in Graphic Design
Restricted to art majors and digital art majors.

REQUIRED COURSES
Complete the following three courses with corresponding tools course, as indicated:
- ARTG 2250 Typography 1 4 SH
  with ARTG 2251 Type Tools 1 SH
- ARTG 2252 Graphic Design 1 4 SH
- ARTH 2211 Art + Design History, 1945 to Present 4 SH

GRAPHIC DESIGN ELECTIVES
Complete two courses from the following list:
- ARTG 3350 Typography 2 4 SH
- ARTG 3351 Time-Based Design 4 SH
- ARTG 3352 Interactive Design 4 SH

GPA REQUIREMENT
3.000 GPA required in the minor