

BACHELOR OF ARTS IN VIDEO GAME STUDIES ROADMAP

120 Total Units Required
 Minimum Number of Units in the Major: 24

This roadmap is a suggested plan of study and does not replace meeting with an advisor. Please note that students may need to adjust the actual sequence of courses based on course availability. Please consult your Degree Planner (<https://registrar.sfsu.edu/degreeplanner>) and an advisor for further guidance.

To avoid taking additional units, it is recommended that you meet the SF State Studies (AERM, GP, ESCA, SJ) requirements within your GE or major.

Course	Title	Units
First Semester		
GE Area 1A: English Composition ¹		3
GE Area 1: English Communication		3
GE Area 2: Mathematical Concepts and Quantitative Reasoning ²		3
GE Area 3A: Arts		3
SF State Studies or University Elective		3
Units		15
Second Semester		
VGS 100/CWL 180	Introduction to Videogames: A Comparative Perspective (Major Core, GE 3B, GP)	3
GE Area 1: English Communication		3
GE Area 4: Social and Behavioral Sciences ³		3
SF State Studies or University Elective - Take Two		6
Units		15
Third Semester		
GE Area 4: Social and Behavioral Sciences ³		3
GE Area 5: Physical and Biological Sciences ⁴		3-4
SF State Studies or University Elective - Take Three		9
Units		15-16
Fourth Semester		
GE Area 5: Physical and Biological Sciences ⁴		3-4
GE Area 6: Ethnic Studies (https://bulletin.sfsu.edu/undergraduate-education/general-education/areasix/)		3
US and California Government (https://bulletin.sfsu.edu/undergraduate-education/american-institutions/#usg)		3
SF State Studies or University Elective - Take Two		6
Units		15-16
Fifth Semester		
HUM 300GW	Reading and Writing Across Creative Forms - GVAR (Major Core)	3
Major Electives (12 units) - Take One ⁵		3
GE Area 5UD or 2UD: Upper-Division Sciences or Upper-Division Mathematical Concepts		3

SF State Studies or University Elective - Take Two		6
Units		15
Sixth Semester		
VGS 300	Comparative Analysis of Video Games (Major Core, GE 3UD)	3
Major Electives (12 units) - Take One ⁵		3
SF State Studies or University Elective - Take Three		9
Units		15
Seventh Semester		
Major Electives (12 units) - Take One ⁵		3
GE Area 4UD: Upper-Division Social and Behavioral Sciences		3
SF State Studies or University Elective - Take Three		9
Units		15
Eighth Semester		
VGS 600	Senior Seminar: Research Projects in Video Game Studies (Major Core)	3
Major Electives (12 units) - Take One ⁵		3
SF State Studies or University Elective - Take Three		9
Units		15
Total Units		120-122

¹ Students should use their Pathway/Category (<https://gatorsmartstart.sfsu.edu/pathways>) to determine the appropriate GE 1A course option. For directions on how to view your Pathway/Category, visit [how to find your pathway](https://gatorsmartstart.sfsu.edu/howtofindyourpathways) (<https://gatorsmartstart.sfsu.edu/howtofindyourpathways>). Questions? Contact Gator Smart Start. (<https://gatorsmartstart.sfsu.edu/>)

² Students should use their Pathway/Category (<https://gatorsmartstart.sfsu.edu/pathways>) to determine the appropriate GE 2 course option. For directions on how to view your Pathway/Category, visit [how to find your pathway](https://gatorsmartstart.sfsu.edu/howtofindyourpathways) (<https://gatorsmartstart.sfsu.edu/howtofindyourpathways>). Questions? Contact Gator Smart Start. (<https://gatorsmartstart.sfsu.edu/>)

³ First-time freshmen must take one lower-division Area 4 course that meets US History (USH).

⁴ Consider taking a class combined with a laboratory or a separate lab to fulfill 5C if not already satisfied.

⁵ **Major Electives (12 units)**

A full list of courses that can fulfill this requirement can be found in the Degree Requirements (<https://bulletin.sfsu.edu/colleges/liberal-creative-arts/humanities-cwl/ba-video-game-studies/#dtext>).