

Game Design, Minor

The game design minor allows students in other areas of study to become familiarized with the basics of game design. Game design minor students can collaborate with students in the game design major, as well as the combined majors in game art and animation and computer science and game development. Students make games and create portfolio pieces. Students will also be encouraged to apply principles from their own discipline to the game designs they create.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

A student pursuing this minor must complete a minimum of four courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

Requirements

Code	Title	Hours
Required Courses		
GAME 1110	Games and Society	4
GAME 2500	Foundations of Game Design	4
Elective Courses		
Complete two of the following:		8
GAME 3700	Rapid Idea Prototyping for Games	
GAME 3800	Game Concept Development	
GAME 4000	Topics in Game Design	
ARTG 2260	Programming Basics	

GPA Requirement

2.000 GPA required in the minor