

GAME DESIGN AND DEVELOPMENT - MINOR

This minor provides a foundation in the principles of game design and software development.

The Minor in Game Design and Development is offered in cooperation with the Department of Visualization. Enrollment in the minor is managed through the Department of Visualization. The minor offers students the opportunity to develop the knowledge and skills associated with the aesthetic and technical aspects of game creation. Students develop core competencies, collaborate on the design and development of game projects, and engage in authentic, situated creative problem-solving to broaden their horizons as interdisciplinary team members. A minimum GPA of 3.2 is required for admittance into the minor.

Program Requirements

Code	Title	Semester Credit Hours
CSCE 110 & CSCE 111	Programming I and Introduction to Computer Science Concepts and Programming	4
or CSCE 121	or Introduction to Program Design and Concepts	
CSCE 441 or VIST 386	Computer Graphics or Game Design I	3
CSCE 443/ VIST 487	Game Development	3
Select two from:		6
	COMM 230/Communication Technology Skills JOUR 230	
	COMM 453 Communication and Video Games	
	CSCE 436 Computer-Human Interaction	
	VIST 370 Interactive Virtual Environments	
	VIST 374 Multimedia Design and Development	
Total Semester Credit Hours		16