

GAME DESIGN AND DEVELOPMENT - 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 |