

# GAME DESIGN AND DEVELOPMENT - MINOR

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## 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	
<b>Total Semester Credit Hours</b>		<b>16</b>