### Game Design and Development - Minor

#### Program Requirements

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

**Total Semester Credit Hours**: 16