

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 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.

Program Requirements

Code	Title	Semester Credit Hours
Select one of the following:		3-4
CSCE 110	Programming I	3
or CSCE 111	or Introduction to Computer Science Concepts and Programming	
CSCE 120	Program Design and Concepts ¹	3
CSCE 441	Computer Graphics	
or VIST 386	or Game Design I	3
CSCE 443/ VIST 487	Game Development	
Select two from:		6
ARTS 345	History of Gaming	3
COMM 230/Communication Technology Skills JOUR 230		
COMM 453	Communication and Video Games	3
CSCE 436	Computer-Human Interaction	
MSTC 221	Fixed Media Composition	3
VIST 357	Interaction Design	
VIST 370	Interactive Virtual Environments	3
VIST 374	Multimedia Design and Development	
VIST 477/ CSCE 446	Virtual Reality	3
VIST 480	Game Level Design	
Total Semester Credit Hours		15

¹ CSCE majors must take this course instead of CSCE 110 and CSCE 111.

Minimum GPA of 3.2 for admittance into the minor.

A grade of C or better is required for all courses used towards the minor.