

Game Design, Minor

The game design minor allows students in other areas of study to become familiarized with the basics of game design. Game design minor students can collaborate with BFA in games, game art and animation, and computer science in game development students make games and create portfolio pieces. Students will also be encouraged to apply principles from their own discipline to the game designs they create.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified.

Foundations of Game Design

Code	Title	Hours
GAME 2500	Foundations of Game Design	4

Electives

Code	Title	Hours
Complete five of the following:		20-21
Any GAME courses		
ARTD 2100	Narrative Basics	
ARTG 3250	Physical Computing	
IS 4300	Human Computer Interaction	
IE 4522 and IE 4523	Human-Machine Systems and Lab for IE 4522	

GPA Requirement

2.000 GPA required in the minor