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

**Foundations of Game Design**
GAME 2500  Foundations of Game Design  4

**Electives**
Complete five of the following:  20-21
- Any GAME courses
- ARTD 2100  Narrative Basics
- ARTD 2200  Interactive Narrative
- ARTG 3250  Physical Computing
- IS 4300  Human Computer Interaction
- IE 4522  Human Machine Systems
- and IE 4523  and Lab for IE 4522

**GPA Requirement**
2.000 GPA required in the minor