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**
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