Game Art, Minor

The game art minor offers students an opportunity to become immersed in the study and practice of the visual arts and animation within the game medium. Students are afforded the opportunity to think critically and work collaboratively in multidisciplinary teams to produce art and animation assets that are critical to the success of projects in the game medium. Working in the interdisciplinary game areas, the program fosters experiential learning opportunities utilizing diverse intersections of skills merging artistic practice and expression blended with technology. Students will be immersed in experiences to develop tools to succeed, eagerness to innovate, and skills to become next-generation entrepreneurs in the ever-changing games and media landscape.

Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

A student pursuing this minor must complete a minimum of four courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

Requirements for Non–Art + Design Majors

Code	Title	Hours
Required Courses		
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4
ARTF 1220	Elements of Visual Composition (with optional ARTF 1221)	2
ARTF 1240 and ARTF 1241	Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools	2
Elective		
Complete four semester hours from the following:		4
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	

Requirements for Art + Design Majors

Note: This minor is not available to students in the BFA in media arts program or any media arts combined major.

Code	Title	Hours
Required Courses		
ARTD 2370 and ARTD 2371	Animation Basics and Animation Tools	5
ARTD 3000	Topics in Media Arts	4
ARTD 3470	Animation 1	4

Code	Title	Hours
Electives		
Complete two of the following (if ARTD 3000 Topics in Media Arts, or any other topics course in the options listed below, is completed more than once, the additional completions may be allowed toward the electives):		8
ARTD 2000	Introduction to Immersive Media	
ARTD 2100	Narrative Basics	
ARTD 2340	Introduction to Computational Creative Practice	
ARTD 3000	Topics in Media Arts	
ARTD 3471	Virtual Environment Design	
ARTD 3472	Character Design for Animation	
ARTD 3473	Animation for Games	
ARTE 3901	Art and Design Special Topics	
GAME 2500	Foundations of Game Design	

GPA Requirement

2.500 GPA required in the minor