MINOR IN GAME DESIGN AND DEVELOPMENT

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This Game Design and Development minor focuses on the meaningful application of game technologies beyond commercial entertainment by addressing serious topics in health care and education, including STEM and STEAM (science, technology, engineering, arts and math) initiatives. Students receive a solid foundation in fundamental arts principles and concepts, and develop specialized technical skills and competence in game design. A minor may be combined with any major inside or outside the College of Arts and Sciences, complementing majors or minors in other disciplines on campus (18 credits).

Game Design and Development Minor Curriculum

Code	Title	Credits
Minor Core Requirements		
GDD 101	Introduction to Game Design	3
GDD 110	Introduction to Visual Design for Games	3
GDD 200	Introduction to Game Development	3
GDD 210	Game Lab I: Team Projects	3
GDD 211	Game Lab II: Team Projects	3
Minor Electives		
Select at least one course from the following list in consultation with the program director. Minors are encouraged to take additional courses as free electives outside their major at the 300-400 level. [1]		3
GDD 310	Game Lab III: Team	
GDD 311	Game Lab IV: Team Projects	
GDD 394	History of Video Games	
GDD 395	Critical Game Studies Seminar (PL 395)	
GDD 495	Senior Project and Seminar I	
Total Credits		18

[1] Substitutions to this list are permitted with prior approval of the program director.