

# MINOR IN GAME DESIGN AND DEVELOPMENT

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The Game Design and Development minor provides students with a solid foundation in fundamental principles and concepts in game design, and the opportunity to develop some specialized technical skills and competence. 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).

Students minoring in Game Design and Development must complete the following:

Code	Title	Credits
<b>Minor Core Requirements</b>		<b>9</b>
GDD 101	Introduction to Game Design	
GDD 140	Creativity and Computation	
GDD 200	Introduction to Game Development	
<b>Minor Electives</b>		<b>9</b>
Select any three courses from the following list in consultation with your adviser. Minors are encouraged to take additional courses as free electives outside their major at the 300-400 level. <sup>1</sup>		
GDD 102	Drawing for Games and Animation	
GDD 175	Special Topics in Game Design	
GDD 201	Professionalism Practice for Game Design	
GDD 202	Game Art I: Introduction to 3D Modeling	
GDD 210	Game Lab I: Team Projects	
GDD 211	Game Lab II: Team Projects	
GDD 250	Interactive Storytelling and Narrative	
GDD 301	Game Design Tools and Processes	
GDD 302	Game Art II	
GDD 303	The Art of Audio Narrative	
GDD 310	Game Lab III: Team	
GDD 311	Game Lab IV: Team Projects	
GDD 314	VR/AR Development for Games	
GDD 316	Advanced Topics in Game Development	
GDD 350	Board Game Design	
GDD 380	The Business of Games	
GDD 394	History of Video Games	
GDD 395	Critical Game Studies Seminar	
GDD 396	Games, Learning & Society	
GDD 402	Game Art III	
GDD 405	Game Audio Design	
<b>Total Credits</b>		<b>18</b>

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