Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2017-2018   ▼ |

Game Design Minor 2017

21 CREDITS are required to fulfill the Game Design Minor.

GAME DESIGN REQS 21cr		Courses:	7/7
Course	**Title**	**Credits**	**Grade**
36-1100	**Game Culture**	**3**	**C**
36-1500	**Introduction to Game Development**	**3**	**C**
36-1501	**Introduction to Programming**	**3**	**C**
36-2510	**Game Engine Scripting**	**3**	**C**
36-2520	**Game Design I**	**3**	**C**
36-2600	**Object Oriented Programming**	**3**	**C**
36-3510	**Advanced Game Scripting and Environments**	**3**	**C**
OR 1 of the following:			
	36-2515 Game Production	**3**	**C**
	36-3001 Transmedia Analysis: Games, Film and Television	**3**	**C**

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