Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: | UNDG 2015-2016 ▼ |

Game Design Minor 2015

TWENTY-ONE (21) CREDITS are required to fulfill the Game Design Minor.

GAME DESIGN REQS - 21 cr   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**

This page displays information from the OASIS Catalog.

The OASIS system is maintained by the IT department. Program requirement records are maintained by the associate deans in each of their respective schools.