

Undergraduate Program Requirements

Interactive Arts & Media Program Requirements

Currently displaying program requirements for academic year: UNDG 2016-2017 ▼

Game Design Minor 2016

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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