

GAME DEVELOPMENT MINOR

MINOR REQUIREMENTS

The Game Development minor requires students to take three courses from the Game Development core (11 credits), pick a 300-level Game Development course (4 credits) and pick one course from a list of 200-level related courses in digital media/asset production (3 credits) for a total of 18 credits.

Code	Title	Credits
Required Game Development Core (11 credits)		
CIS 151	Game Development for Everyone	3
CS 255	Game Development Patterns and Algorithms	4
CS 256	Game Design and Prototyping	4
Game Development Elective - Pick 1 (4 credits)		
CS 355	Advanced Topics in Game Development	4
CS 356	Mobile Game Development and Publishing	
CS 357	Augmented Reality (AR), Virtual Reality (VR), and the Metaverse	
Digital Media/Production - Pick 1 (3 credits)		
ART 280	3D Games and Worlds	3
ART 285	Video Animation	
ART 286	Design for the Internet	
CIT 231	Web Authoring and Digital Media	
CMS 228	Writing for Convergent Technologies	
CMS 244	Digital Cultures	
ENG 223	Creative Writing	
LIT 213C	Participatory Literature	
MCA 226	Writing for the Electronic Media	
MCA 276	Story Idea Development	
MCA 280	Audio Storytelling	
Total Credits		18