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	4
CS 357	Augmented Reality (AR), Virtual Realtiy (VR), and the Metaverse	4
Digital Media/Production - Pick 1 (3 credits)		
ART 280	3D Games and Worlds	3
ART 285	Video Animation	3
ART 286	Design for the Internet	3
CIT 231	Web Authoring and Digital Media	4
CMS 228	Writing for Convergent Technologies	3
CMS 244	Digital Cultures	3
ENG 223	Creative Writing	3
LIT 213C	Participatory Literature	3
MCA 226	Writing for the Electronic Media	3
MCA 276	Story Idea Development	3
MCA 280	Audio Storytelling	3
Total Credits		**18**