MINOR IN GAME DESIGN AND DEVELOPMENT

The minor on Game Design and Development introduces the student to the technical and societal world of games. Students learn the fundamentals of game design, animation, storytelling, project management, all through interdisciplinary teams while collaborating on the design and development of game projects. The experience culminates in a capstone project judged by a curated group of faculty and game industry professionals. This minor is open to all majors.

Courses in Minor in Game Design and Development:

Code	Title	Credits
CSC 290	Survey of Video Gaming	3
CSC 390	Technical Strategies in Game Design	3
CSC 369	Intro to 3D Animation & Visual Effect	3
CSC 471	agame Design and Development	3
CSC 472	3D Game Programming	3
CSC 490	Game Design Capstone	3