

VIDEO GAME PROGRAMMING AND DESIGN MINOR

Video Game Programming and Design Minor Requirements

Code	Title	Credits
All of the following		6
ACMP 1510	FUNDAMENTALS OF VIDEO GAME DESIGN, DEVELOPMENT, AND INDUSTRY	
ART 4190	GAME DESIGN STUDIO	
Select any 3 of the following courses, at least one of which comes from outside the student's primary major program and two of which are 3000 level or higher		9
ACMP 4360	METaverse INNOVATIONS	
ART 1220	FOUNDATION: DIGITAL MEDIA ¹	
ART 3140	COMPUTER-GENERATED IMAGERY (CGI) I: INTERACTIVE 3D VIRTUAL SPACES	
ART 3160	GAME DESIGN AS ART	
ART 3170	DIGITAL GAME DESIGN	
ART 4140	COMPUTER-GENERATED IMAGERY (CGI) II: 3D MODELING	
ART 4180	ADVANCED DIGITAL GAME DESIGN	
CIST 1400	INTRODUCTION TO COMPUTER SCIENCE I ³	
CSCI 1620	INTRODUCTION TO COMPUTER SCIENCE II ²	
CSCI 2240	INTRODUCTION TO C PROGRAMMING ²	
CSCI 2510	INTRODUCTION TO GAME PROGRAMMING	
CSCI 3320	DATA STRUCTURES ²	
CSCI 3510	ADVANCED GAME PROGRAMMING	
CSCI 4620	3D COMPUTER GRAPHICS	
MATH 2030	DISCRETE MATHEMATICS ²	
or CSCI 2030	MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE	
MATH 2050	APPLIED LINEAR ALGEBRA ²	
MUS 2300	SOUND DESIGN FOR VIDEO GAMES, FILM, AND SOUND ART	
MUS 3170	EXPLORING MUSIC TECHNOLOGY	
WRWS 1500	INTRODUCTION TO CREATIVE WRITING	
WRWS 2000	SPECIAL STUDIES IN WRITING ⁴	
WRWS 3000	SELECTED TOPICS IN WRITING ⁴	
WRWS 3500	CREATIVE WRITING FOR THE ARTS	

¹ Art majors cannot use this course as one of their 3 additional minor courses.

² Computer Science majors cannot use this course as one of their three additional minor courses.

³ Applied Computing & Informatics and Computer Science majors cannot use this course as one of their three additional minor courses.

⁴ Selected offerings of WRWS 2000 or WRWS 3000 can be used to meet minor requirements with prior approval of the specific course topic.