REQUEST TO ADD
A MINOR IN GAME DESIGN & DEVELOPMENT

Name: _____

Date: _____

UIN: _____

Major: _____

Email: _____

Expected Graduation Date: _____

OFFICE USE ONLY

Reviewed and approved by College of Performance, Visualization and Fine Arts

Applicant GPR above 3.0: ☐ Yes ☐ No

Applicant has less than 70 credit hours: ☐ Yes ☐ No

Approved by: _____   _____

Undergraduate Program Coordinator   *Date*

The 16 credit hour minor in Game Design & Development offers students the opportunity to develop the knowledge and skills associated with the aesthetic and technical aspects of interactive media. The minor consists of 16 hours, 10 credit hours are required courses and six are from a prescribed menu of courses. The minor in game design and development offers students the opportunity to develop knowledge and skill associated with the aesthetic and technical aspects of interactive media. In collaboration with other students, you will learn core competencies as well as engage in creative problem solving. The 16-credit-hour minor provides a foundation in the principles of game design and software development. The curriculum includes art, design, programming, media literacy, and video game production

Required Courses (10hr)
CSCE 110 (4hr) or CSCE 111(4hr)   for Non- CSCE majors
CSCE 121   for CSCE majors:
CSCE 441 or VIST 486 (3hr)
CSCE 443/VIST 487 (3hr)

Student Course Choice (6hr)
COMM 230   Communication Technology Skills
VIST 374   Multimedia Design
COMM 453   Business/Industry Aspects
VIST 370   Interactive Virtual Environments
CSCE 436   Comp Human interaction

N O T E S

Application: Students must receive signed approval from the Visualization undergraduate program coordinator. After approval, application is completed through the student's home college/department.

Eligibility: Students applying for a minor in Game Design & Development must have a minimum 3.0 GPR overall with less than 70 completed hours. Note that some colleges/departments do not permit their students to minor. Eligibility for the minor can be determined through the student's major advisor.

Satisfactory Completion of Courses: To be awarded the minor in Game Design & Development and receive transcript recognition, students must maintain a "C" average or better in all courses completed as part of the Minor in Game Design & Development.

Transfer Courses: The student's home college/department may grant, with agreement from the College of Performance, Visualization and Fine Arts, transfer credit for no more than six credit hours. Transfer credit will not be accepted for any 300 or 400 level course.

Advising: Per University guidelines, the student's home college/department is responsible for advising students pursuing a minor in Game Design & Development.

Degree Audit: The degree audit in Compass will certify during the semester of their graduation that students have met the requirements of the minor. The minor will be recognized after graduation on the student's transcript.