GAME DESIGN (MINOR)

The minor in Game Design exposes students to the three areas of game development — animation design, writing and production.

**Course Requirements**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
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<tbody>
<tr>
<td>ANI 101</td>
<td>ANIMATION FOR NON-MAJORS</td>
<td>4</td>
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<tr>
<td>or ANI 201</td>
<td>ANIMATION I</td>
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<td>ANI 230</td>
<td>3D DESIGN &amp; MODELING</td>
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<tr>
<td>GAM 224</td>
<td>GAME DESIGN FOR NON-MAJORS</td>
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<tr>
<td>or GAM 226</td>
<td>FUNDAMENTALS OF GAME DESIGN</td>
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<tr>
<td>GAM 244</td>
<td>GAME DEVELOPMENT I</td>
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<tr>
<td>GAM 245</td>
<td>GAME DEVELOPMENT II</td>
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<td>Select four (4) Credit Hours from the following list:</td>
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<tr>
<td>ANI 231</td>
<td>3D ANIMATION</td>
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<td>GAM 341</td>
<td>INTRODUCTION TO LEVEL DESIGN</td>
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<tr>
<td>GAM 362</td>
<td>MAKING DEEP GAMES</td>
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<td>GAM 365</td>
<td>ADVANCED GAME DESIGN</td>
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<td>GAM 392</td>
<td>GAME MODIFICATION WORKSHOP</td>
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<tr>
<td>GAM 397</td>
<td>TOPICS IN GAME DESIGN</td>
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<td>SCWR 349</td>
<td>STORYTELLING FOR VIDEO GAMES</td>
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