

GAME DESIGN (MINOR)

The minor in Game Design exposes students to the core elements of games: game design, game development and programming, and animation and 3D modeling.

Course Requirements

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