COMPUTER GAMING, MINOR

Program Overview

The minor in computer gaming is open to students from any major and equips students with fundamental skills related to the design, development, and publication of video games.

Undergraduate Policies

For undergraduate policies and procedures, please review the Undergraduate Academics section of the General Bulletin.

Program Requirements

The minor is requires a minimum of 15 credit hours as follows:

Code	Title	Credit Hours
Required Courses:		
CSDS 391	Introduction to Artificial Intelligence	3
ECSE/CSDS 233	Introduction to Data Structures	3-4
or CSDS 234	Structured and Unstructured Data	
ECSE/CSDS 290	Introduction to Computer Game Design and Implementation	3
ECSE/CSDS 390/ ECSE 487/CSDS 487	Advanced Game Development Project	3
Choose one of the following:		*3*
ARTS 286	Indie and Art Game Design	
COGS 301	Special Topics in Cognitive Science	
CSDS 393/493	Software Engineering	
ECSE/ CSDS 366/ ECSE 466/ CSDS 466	Computer Graphics	
ENGL 368	Topics in Film	
Total Credit Hours		**15-16**

It is recommended that one additional open elective be a "content creation" course taken from the following areas: Art, English, or Music.