

# REQUEST TO ADD A MINOR IN GAME DESIGN & DEVELOPMENT

Name: \_\_\_\_\_ Date: \_\_\_\_\_

UIN: \_\_\_\_\_ Major: \_\_\_\_\_

Email: \_\_\_\_\_ Expected Graduation Date: \_\_\_\_\_

## OFFICE USE ONLY

Reviewed and approved by Department of Visualization

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 provides a foundation in the principles of game design and software development. Students develop core competencies, collaborate on the design and development of game projects, engage in authentic, situated creative problem-solving to broaden their horizons as interdisciplinary team members. The curriculum includes art, design, programming, media literacy and video game production.

Required Courses (10hr)	Student Course Choice (6hr)
<i><b>CSCE 110 (4hr) or CSCE 111(4hr)</b> for Non- CSCE majors</i>	<i><b>COMM 230</b> Communication Technology Skills</i>
<i><b>CSCE 121</b> for CSCE majors:</i>	<i><b>VIST 374</b> Multimedia Design</i>
<i><b>CSECE 441 or VISR 486 (3hr)</b></i>	<i><b>COMM 453</b> Business/Industry Aspects</i>
<i><b>CSECE 443 or VISR 487 (3hr)</b></i>	<i><b>VIST 370</b> Interactive Virtual Environments</i>
	<i><b>CSCE 436</b> Comp Human interaction</i>

## NOTES

**Application:** Students must receive signed approval from the Department of Visualization Undergraduate Program Coordinator. After approval, application is completed through the student's home college/department.

**Eligibility:** Students applying for a minor in Art 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 Art and receive transcript recognition, students must maintain a "C" average or better in all courses completed as part of the Minor in Art.

**Transfer Courses:** The student's home college/department may grant, with agreement from the Department of Visualization, 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 Art.

**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.