GAME DESIGN, MINOR

Minor Requirements

Students who exercise the optional minor in game design will fulfill the fifteen hour requirement from among the following classes:

Code	Title	Hours
Required Courses		
Select five courses from the following list, two of which must be either AR 322, CM 390, MA 361, or MM 393:		15
AR 222	Video Game Design	
AR 326	2D & 3D Digital Animation	
AR 333	Digital Painting and Drawing	
BU 260	Business Plan Development	
CM 390	Special Topics/Computer Information Science (Game Programming)	
EC 306	Game Theory and Applications	
MA 361	Game Design	
MM 393	Special Topics/Mass Media (Visual Storytelling)	
Subtotal		15
Additional Hours		
Additional classes as approved by the advisor of the minor may include:		
HI 300	Topics in History (Ancient Greece)	1-3
HI 300	Topics in History (Medieval Experience)	1-3
HI 300	Topics in History (Pirates of the Caribbean)	1-3
HI 300	Topics in History (Traditional Japan)	1-3
HI 334	Civilization of Ancient Rome	3
EC 200	Principles of Microeconomics	3
Total Hours		**25-33**

 No more than two classes from a single department will count towards this minor.