

# GAME DEVELOPMENT AND DESIGN MINOR

The Game Design and Development minor is intended for students who have a general understanding of the basic principles of computer science and who are interested in pursuing careers in game development. The minor covers the design of games from their initial conceptualization through iterative implementation and public release. Students complete 20 credits of required coursework, which includes a final project that strengthens their skills in team coordination and game development project management in a collaborative setting. Enrollment in the minor requires the completion of COMP2000: Data Structures as a prerequisite course.

Course	Title	Credits
<b>Prerequisite Courses</b>		
COMP1000	COMPUTER SCIENCE I	4
COMP1050	COMPUTER SCIENCE II	4
MATH2300	DISCRETE MATHEMATICS	4
COMP2000	DATA STRUCTURES	4
<b>Core Requirements</b>		
COMP3225	GAME DEVELOPMENT	4
COMP4225	GAME DESIGN PROJECTS	4
<b>Computer Science Elective Courses</b>		
Select two of the following:		4
COMP2100	NETWORK PROGRAMMING	4
COMP3660	MOBILE APP DEVELOPMENT	4
COMP4650	WEB DEVELOPMENT	4
COMP4770	ARTIFICIAL INTELLIGENCE FOR GAMING	4
<b>Other Electives</b>		
Select one of the following:		4
MGMT1025	COMPUTER BUSINESS APPLICATIONS	4
MGMT2850	PRINCIPLES OF MARKETING	4
CSAS1000	INTRODUCTION TO COMPUTER SCIENCE + SOCIETY	4
COMM4310	MEDIA & INNOVATION MANAGEMENT	4
<b>Total Credits</b>		<b>20</b>