



# GAMES

AT THE UNIVERSITY OF UTAH®

## Division of Games

### Games Minor

*Please Note - BS Computer Science students are not permitted to enroll in the Games minor. BS Computer Science students that wish to study games should pursue the EAE emphasis in their degree.*

#### **Prerequisites for the Minor- 12 Credit Hours:**

*C- or better in each course, and a minimum 3.0 average GPA (within minor prerequisite courses) required to apply*

___ GAMES 1010, Survey of Games.....	3
___ GAMES 1050, Digital Content Creation .....	3
___ COMP 1010, Programming for All 1: Beginning Programming.....	3
___ GAMES 3010, Assets Pipeline (Pre-req: GAMES 1050).....	3

#### **Minor Requirements - 13-14 Credit Hours**

*C- or better required in all GAMES courses.*

___ GAMES 3710 Traditional Game Development (Pre-reqs: GAMES 3010, full minor status in Games).....	4
___ GAMES Elective 3XXX.....	3
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Complete one of the following:	
___ GAMES 3660 Interactive Machinima (Pre-reqs: GAMES 3010).....	3
___ GAMES 3720 Alternative Game Development (Pre-reqs: GAMES 3010, full minor status in Games).....	4

