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