Game Design and Development minor

A Games Design and Development minor requires six classes.

9 units of the minor (3 classes) must be Upper Division, or 300 level or above.

Required

Introductory Programming class

Can be fulfilled with

- CSC 110 OR
- ISTA 130 OR
- ECE 175

Or transfer credit equivalent to these courses

Introductory Game coursework, required:

ISTA 251: Introduction to Game Design
   This class is a non-technical introduction and has no pre-requisites

GAME 351: Introduction to Game Development in Unity
   Requires ISTA 130 or CSC 110 or ECE 175 or equivalent

Three Additional Courses

Choose three from:

GAME 310: Gamification in Society
GAME 311: eSports Industries
GAME 312: Monetizing Independent Games

New Upper Division GAME prefix classes are pending

ISTA 451: Game Development

   *Requires GAME 351 or ISTA 350 or CSC 210

GAME 452: Advanced Game Development

   *Requires ISTA 451
ISTA 416: Human Computer Interaction

ISTA 424: Virtual Reality

*Requires GAME 351 or ISTA 350 or CSC 210

ISTA 425: Algorithms for Games

*Requires GAME 351 or ISTA 350 or CSC 210
ISTA 424: Virtual Reality
   *Requires ISTA 350 or CSC 210
ISTA 425: Algorithms for Games
   *Requires ISTA 250 or CSC 210
ISTA 451: Game Development
   *Requires ISTA 350 or CSC 210
   Or

LIS 484: Introduction to Copyright

LIS 471: Introduction to Information Technology