



Games Design and Development Minor

A Game Design and Development minor requires 18 units (six classes), 9 of which (3 classes) must also be Upper Division, or 300 level or above. At least 9 units (three classes) must be in residence at UArizona (taken through UArizona, online or in-person). **The iSchool permits a maximum of two classes to be 'double-used' between a major minor**

Any advisor can declare the GDDMINU minor or students may sign up online:

<https://ischool.arizona.edu/declare>

Required

Introductory Programming class

Can be fulfilled with

CSC 110 OR

ISTA 130 OR

ECE 175

Or transfer credit equivalent to one of 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

Enrollment is not permitted if students are concurrently enrolled in or have already taken ISTA 451.

Students who have completed CSC 210 or ISTA 350 are advised to go straight to ISTA 451 and use ISTA 451 for this requirement. 351 is a basic introduction to Unity.

Three additional classes: Choose three from:

GAME 303: Digital Games and Society

GAME 305: Legal Aspects of the Game Industry

GAME 306: eSports Casting and Development

GAME 307: Narrative Practices in Digital Games

GAME 308: Diversity and Bias in Games

GAME 309: Simulation Design and Development for Complex Problem Solving

GAME 310: Gamification in Society

GAME 311: eSports Industries

GAME 312: Monetizing Independent Games

ISTA 451: Game Development

*Requires ISTA 350 or CSC 210 or GAME 351

GAME 452: Advanced Game Development

*Requires ISTA 451

ISTA 416: Introduction to Human-Computer Interaction

ISTA 424: Virtual Reality

*Requires ISTA 350 or CSC 210 or GAME 351

ISTA 425: Algorithms for Games

*Requires ISTA 350 or CSC 210 or GAME 351

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<https://trellis.arizona.edu>