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). A 2.0 GPA is required in the GDDMINU.

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 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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BASC 405. Trellis link: https://ua-trellis.force.com/uastudent/s/advisor-calendar/?NetId=lauraowen
https://trellis.arizona.edu