A Games and Behavior minor requires 18 units (six classes), 9 of which (3 classes) must have a GAME prefix. 9 units or 3 classes must also be Upper Division, or 300 level or above. Other classes for the minor can be drawn from any ISTA or ESOC or LIS prefix classes, with recommendations below.

GAME classes

GAME 310: Gamification in Society
GAME 311: eSports Industries
GAME 312: Monetizing Independent Games
GAME 351: Introduction to Game Development in Unity
   *Available as ISTA 495 with Dr. Lila Bozgeyikli in Spring 2021
GAME 452: Advanced Game Development (coming soon)
   *Requires ISTA 451

ISTA and ESOC and LIS classes: A Selection

ISTA 251: Introduction to Game Design
ISTA 161: Ethics in a Digital World
ESOC 211: Collaborating in Online Communities
ESOC 300: Digital Storytelling
ESOC 316: Digital Commerce
ESOC 318: Disruptive Technologies
ESOC 340: Information, Multimedia Design and the Moving Image
ISTA 301: Computing and the Arts
ISTA 302: Technology of Sound
ISTA 303: Creative Coding
   *Requires ISTA 130
ISTA 416: Human Computer Interaction
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
LIS 484: Introduction to Copyright
LIS 471: Introduction to Information Technology