



Games and Behavior Minor

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. A 2.0 GPA is required in the minor.

Any advisor can declare the GMBVMINU minor or students may sign up online:
<https://ischool.arizona.edu/declare>

GAME classes (must choose at least 9 units or 3 classes with GAME prefix)

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

GAME 351: Introduction to Game Development in Unity

*Requires ISTA 130 or CSC 110 or ECE 175

*Cannot take concurrently with ISTA 451 or if already completed ISTA 451

GAME 452: Advanced Game Development

*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 or GAME 351

ISTA 425: Algorithms for Games

*Requires ISTA 250 or CSC 210 or GAME 351

ISTA 451: Game Development

*Requires ISTA 350 or CSC 210 or GAME 351

LIS 484: Introduction to Copyright

LIS 471: Introduction to Information Technology

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

<https://trellis.arizona.edu>