

GAME DESIGN

Undergraduate students in the College of Arts, Sciences, and Letters (CASL), the College of Business (COB), and the College of Education, Health, and Human Services (CEHHS), as well as engineering majors in CECS, may pursue a minor in Game Design. Students fill out a Declaration of Minor Form at their school or college's advising office to declare a minor.

The Game Design minor requires a minimum of 26 credits of CIS courses with a minimum 2.00 GPA in the courses.

Game Design Minor

The minor in Game Design requires a minimum of 26 credits of CIS courses (with a minimum 2.00 GPA in the courses), which must include the following:

Code	Title	Credit Hours
CIS 150	Computer Science I ¹	4
CIS 200	Computer Science II ¹	4
CIS 275	Discrete Structures I ¹	4
CIS 350	Data Struc and Algorithm Anlys ¹	4
CIS 375	Software Engineering I	4
CIS 487	Computer Game Design & Implem	3
Select one course from the following:		3
CIS 451	Computer Graphics and Visual Computing	
CIS 479	Intro to Artificial Intel	
CIS 488	Computer Game Design II	
Total Credit Hours		26

¹ Computer Engineering or Electrical Engineering majors may use the courses below (but only as substitute pre-requisites for the CIS minor) in order to take CIS 350:

- ECE 270 (4) for CIS 150 (4)
- ECE 370 (4) for CIS 200 (4)
- ECE 276 (4) for CIS 275 (4)

NOTE:

1. Engineering majors must take fourteen (14) credits of approved 300/400-level CIS courses not otherwise being used for their major. That is, any 300/400-level CIS courses being used for an engineering major cannot be used to satisfy the Game Design minor.