

# MINOR IN GAME STUDIES AND DESIGN

---

## Required Courses

The minor in Game Studies and Design provides students with theoretical, historical, and applied knowledge in the production and study of games. The minor is relevant to students interested in pursuing careers in and around the games industry and is also relevant for those interested in careers in experience and interaction design, human computer interaction, and related areas.

Code	Title	Credit Hours
<b>GSAD Foundations</b>		<b>(9)</b>
HIST 373	History of Video Games	3
HUM 371	Fundamentals of Game Design	3
HUM 372	Interactive Storytelling	3
<b>Technical Proficiency</b>		<b>(3)</b>
Select a minimum of one course. Additional courses recommended.		3
CS 331	Data Structures and Algorithms	3
CS 411	Computer Graphics	3
CS 425	Database Organization	3
CS 442	Mobile Applications Development	3
CS 481	Artificial Intelligence Language Understanding	3
<b>Theoretical Proficiency</b>		<b>(3)</b>
Select a minimum of one course from the following:		3
PSYC 312	Human Motivation and Emotion	3
PSYC 423	Learning Theory	3
PSYC 426	Cognitive Science	3
<b>Total Credit Hours</b>		<b>15</b>