



Game Development Minor Requirements

Required Computer Science Core Courses – 12 credits

CPSC 120 Introduction to Creative Graphical Coding (3 credits)

or CPSC 135 Computer Science I (3 credits)

CPSC 220 Object Oriented Multimedia Programming (3 credits)

or CPSC 136 Computer Science II (3 credits)

CPSC 240 Fundamentals of Game Development (3 credits)

CPSC 320 2D Game Development (3 credits)

or CPSC 323 3D Game Development (3 credits)

Required Animated Art Courses – 3 credits

ANIA 271 3D Prototyping (3 credits)

Elective Courses – 6 to 7 credits

CODS 10 Digital Foundations (3 credits)

or CPSC 102 Computer Graphics (3 credits)

ARTH 27 History of Animation, Game Art, and Interactive Media (3 credits)

or ANIA 302 Digital Futures (3 credits)

ANIA 171: Introduction to 3D Modeling and Rendering

CODS 347 Interactive Spaces (2 credits)

CODS 348 VR/AR/Mixed Reality (2 credits)

CODS 356 Creative Coding (2 credits)

Program Plan Code: CSGD

Effective Date: Spring 2025

KU Game Development Minor Checksheet

Student Name:

Student ID Number:

Required Computer Science Core Courses - 12 credits

CPSC 120 Introduction to Creative Graphical Coding or CPSC 135 Computer Science I	3 credits	Grade:
CPSC 220 Object-Oriented Multimedia Programming or CPSC 136 Computer Science II	3 credits	Grade:
CPSC 240 Fundamentals of Game Development	3 credits	Grade:
CPSC 320 2D Game Development or CPSC 323 3D Game Development	3 credits	Grade:
Total Credits	12 total credits	

Required Animated Art Courses - 3 credits

ANIA 271 3D Prototyping	3 credits	Grade:
Total Credits	3 total credits	

Elective Courses (see below) – 6 to 7 credits

Course 1:	2-3 credits	Grade:
Course 2:	2-3 credits	Grade:
Course 3:	2-3 credits	Grade:
Total Credits	6-7 total credits	

Elective Course Options

CODS 10 Digital Foundations (3 credits) or CPSC 102 Computer Graphics (3 credits)

ARTH 27 History of Animation, Game Art, and Interactive Media (3 credits)

or ANIA 302 Digital Futures (3 credits)

ANIA 171 Introduction to 3D Modeling and Rendering

CODS 347 Interactive Spaces (2 credits)

CODS 348 VR/AR/Mixed Reality (2 credits)

CODS 356 Creative Coding (2 credits)

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