

STUDENT:



STUDENT ID NUMBER:

COLLEGE OF LIBERAL ARTS & SCIENCES • GAME DEVELOPMENT MINOR

Academic Plan: ULASCSCGD2

Version Number: 2198 – Fall 2019

Effective Date: August 22, 2019

PROGRAM REQUIREMENTS FOR GAME DEVELOPMENT MINOR

Minor Program: 21 credits*		
1. Required CSC Courses (12 credits)		
CSC120: Introduction to Creative Graphical Coding (none) OR CSC135: Computer Science I (none)	3	
CSC220: Object-Oriented Multimedia Programming (C or better in (CSC120 or CSC123 or CSC135)) OR CSC136: Computer Science II (CSC135)	3	
CSC240: Fundamentals of Game Development (C or better in (CSC120 or CSC123 or CSC135))	3	
CSC320: Game Development I ((CSC220 or CSC223 or CSC136) and CSC240)	3	
2. Required Art/Applied Art Courses (9 credits)	CR	GR
CDE10: Digital Foundations (CVPA or permission) OR CSC020: Computer Graphics (none)	3	
ART171: Computer Aided Modeling and Rendering (CVPA, Game Development minor, or permission)	3	
APD148: Game Design and Prototyping (APD major, Game Development minor, or permission)	3	

Prerequisites noted in parenthesis.

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