KUTZTOWN
U N I V E R S I T Y

COLLEGE OF LIBERAL ARTS & SCIENCES • GAME DEVELOPMENT MINOR

Academic Plan: ULASCSCGD2   Version Number: 2202 – Spring 2020   Effective Date: January 21, 2020

Minor Program: 21-22 credits	CR	GR
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 Applied Art Courses (3 credits)		
APD148: Game Design and Prototyping (APD major, Game Development minor, or permission)	3	
3. Elective Courses (6-7 credits)		
CDE10: Digital Foundations (CVPA or permission) OR CSC020: Computer Graphics (none)	3	
APD/ART171: Intro to 3D Modeling and Rendering (CVPA, Game Development minor, or permission)	3	
CDE347: Interactive Spaces (grade of "C" or better in CDE 356 or CSC 220, or permission)	2	
CDE348: VR/AR/Mixed Reality (grade of "C" or better in CDE 356 or CSC 220, or permission)	2	

Prerequisites noted in parenthesis.

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