

GAME STUDIES AND DESIGN

This minor or Integrative Studies concentration offers students the opportunity to develop digital art, audio, and script writing skills linked with game production, and to study and critique gaming with an emphasis on accessibility, representation, and inclusion. Students taking courses in Game Design or majoring in Human Centered Design will find that this CASL minor complements their CECS courses through its focus on the aesthetics of game design and user experience.

Minor or Integrative Studies Concentration Requirements

A minor or concentration in Game Studies and Design consists of 12-16 credit hours of approved upper-level courses. In addition, students must complete one prerequisite course listed below.

Code	Title	Credit Hours
Prerequisite		
ART 210	Beginning Digital Design	3
Courses for the Minor or Concentration		12-16
Select four courses from the following:		
ART 325	The Art of Animation	
ART 332	Creating the Graphic Novel	
COMP 470	Writing for Games	
JASS 345	Audio Production	
JASS 467	Script-Writing Workshop ¹	
JASS 405	Storytelling, Experiments, and Play	
JASS 408	Reviewing Movies, Games, and Television	
PSYC 427	Media Psychology ¹	
Total Credit Hours		15-19

¹ This course has prerequisites.

- A minimum GPA of 2.0 is required for the minor/concentration. The GPA is based on all coursework required within the minor (excluding prerequisites).
- The use of transfer credit, field placements, internships, seminars, S/E graded courses, and independent study/research courses is limited to 3 credits in a 12 credit hour minor/concentration and 6 credits in a 15 credit hour and above minor/concentration.
- Courses within a minor/concentration cannot be taken as Pass/Fail (P/F).
- Minors requiring 12 credits may share one course with a major. Minors requiring 15 credits or more may share two courses with a major. This does not apply to concentrations for the Integrative Studies major.