

A Minor in Game Design and Development (GDD) serves as a preparation for pursuing careers and/or advanced study in game design and development, design, English, history, computer science, business, and the humanities. The study of game design and development develops strong interdisciplinary skills in problem-solving, critical-thinking, creativity, and communication. The minor will also assist students in developing concrete, marketable skills for the job market: the end goal of the minor will be for the student to produce a ready-to-market game. The minor will focus primarily on the development of analog tabletop games.

GDD 2210 History Through Games (3)

This course will utilize a variety of different game formats, including video games, role-playing games, board games, and sports to explore historical concepts and events. Students will be encouraged to think analytically about the ways games interpret historical events versus textbook explanation.

GDD 3310 History of Game Design (3)

A focus on the history and development of different types of games and game machines. Emphasis placed on integrating games with their particular cultural and political context. Students will produce a working prototype of a game as a part of the class.

GDD 3320 Game Development (3)

An introduction to the concepts of game development, including theory, playtesting, marketing, crowdfunding, and the publication process. Students will refine and continue development of a game as a part of the class.

Prerequisite: Either HIS 2210/GDD 22XX History Through Games or GDD 33XX/HIS 33XX Game Design History.

GDD 4425 Special Topics in Game Design and Development (3)

Advanced study of designed topic of special interest.

Prerequisites: Either HIS 2210/GDD 22XX History Through Games or GDD 33XX/HIS 33XX Game Design History and permission of the instructor.

GDD 4490 Internship in Game Design and Development (3)

Supervised work in an agency that can provide practical experience in the field of study.

Prerequisites: Senior standing, at least a 2.5 GPA, at least 12 completed hours towards the game design and development minor, and permission of the minor advisor, supervising instructor, department chair, and/or dean.

GDD 4499 Game Design Capstone (3)

This course requires the student to synthesize previous coursework in the minor. Students complete design and development of a working game, suitable for crowdsourcing and public release.

Prerequisite: 15 hours of Game Design and Development minor coursework, including GDD 33XX Game Development.

Minor in Game Development and Design (18)**Select one of the following:**

GDD 2210/HIS 2210 (3) History through Games

GDD 3310/HIS 33XX (3) History of Game Design

Required Courses:

GDD 3320 (3) Game Development

GDD 4499 (3) Game Design Capstone

Select Three Courses from the following:

GDD 4425 Special Topics in Game Design and Development

GDD 4490 Internship in Game Design and Development

ART 2208 Digital Tools

ART 2210 e-Drawing

ART 3315 Principles of Digital Design

MKT 3300 Principles of Marketing

MKT 3364 Product and Service Innovation

CS 3360 Concepts of Object Oriented Programming I

CS 3361 Concepts of Object Oriented Programming II

ENG 3326 Science Fiction

ENG 3351 Introduction to Creative Writing

ENG 3352 Advanced Creative Writing I

ENG 3353 Advanced Creative Writing II

ENG 4407 Fantasy Literature