

# Game Design & Development Minor Checklist

Updated April 2024

Name: SID: 

## MINOR REQUIREMENTS (18 UNITS)

### Introductory Programming Course (Take 1)

ISTA 130: Computational Thinking &amp; Doing

CSC 110: Introduction to Computer Programming I

ECE 175: Computer Programming for Engineering Applications

### Introductory GAME courses (Take 2)

GAME 251: Introduction to Game Design

GAME 351: Introduction to Game Development with Unity\*

\* Enrollment in GAME 351 is not permitted if students are concurrently enrolled in or have completed GAME 451. Students who have already completed CSC 210 or ISTA 350 are advised to go straight into GAME 451. GAME 451 will replace GAME 351 as the required course.

### Elective Courses (Take 3)

## COMMENTS

### IMPORTANT NOTES:

- Students must earn a minimum of a 2.0 (C average) to graduate with this minor.
- Students must complete at least 9 units (3 classes) which are Upper Division (300 level or above).
- Students are allowed to use up to 2 courses (typically 6 units) between a major and minor program with departmental approval.

### GAME Prefix Course Options (Take 3)

GAME 303 | Digital Games &amp; Society

GAME 305 | Legal Aspects of the Game Industry

GAME 306 | eSports Casting &amp; Development

GAME 307 | Narrative Practices in Digital Games

GAME 308 | Diversity and Bias in Games

GAME 309 | Simulation Design &amp; Development for Complex Problem Solving

GAME 310 | Gamification in Society

GAME 311 | eSports Industry

GAME 312 | Monetizing Independent Gaming

GAME 451 | Game Development

Pre-req: GAME 351 or ISTA 350 or CSC 210

GAME 452 | Advanced Game Development

Pre-req: GAME 451

ISTA 416 | Introduction to Human-Computer Interactions

ISTA 424 | Virtual Reality

Pre-req: ISTA 350 or CSC 210 or GAME 351

ISTA 425 | Algorithms for Games

Pre-req: ISTA 350 or CSC 210 or GAME 351