Games & Behavior Minor Checklist

Updated April 2024

Name:	SID:

MINOR REQUIREMENTS (18 UNITS)	
GAME Prefix Courses (Take at least 3)	
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Elective Courses (Take 3)	
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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 251	Introduction to Game Design	
GAME 303	Digital Games & Society	
GAME 305	Legal Aspects of the Game Industry	
GAME 306	eSports Casting & Development	
GAME 307	Narrative Practices in Digital Games	
GAME 308	Diversity and Bias in Games	
GAME 309	Simulation Design & Development for Complex Problem Solving	
GAME 310	Gamification in Society	
GAME 311	eSports Industry	
GAME 312	Monetizing Independent Gaming	
GAME 351	Introduction to Game Development in Unity*	**Pre-req: ISTA 130 or CSC 110 or ECE 175**
GAME 451	Game Development	**Pre-req: GAME 351 or ISTA 350 or CSC 210**
GAME 452	Advanced Game Development	**Pre-req: GAME 451**

*Cannot be taken concurrently with GAME 451 or if GAME 451 is already completed.

Elective Course Options (Take 3)

ESOC 210	Hacking & Open-Source Culture
ESOC 211	Collaborating in Online Communities
ESOC 300	Digital Storytelling & Culture

Classes are subject to change and may be offered in different semesters

Course/Information Options

ESOC 316	Digital Commerce	
ESOC 318	Disruptive Technologies	
ESOC 340	Information, Multimedia Design & the Moving Image	
ISTA 161	Ethics in a Digital Age	
ISTA 263	Learning in the Information Age	
ISTA 301	Computing & the Arts	
ISTA 302	Technology of Sound	
ISTA 303	Creative Coding	**Pre-req: ISTA 130**
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**
LIS 471	Introduction to Information Technology	
LIS 484	Introduction to Copyright	