Games & Simulations Certificate

Updated April 2024

Name:	SID:

CERTIFICATE REQUIREMENTS (12 UNITS)

Core Course (Take 1)

GAME 251: Introduction to Game Design	☐

GAME Prefix Courses (Take 2)

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Elective course (Take 1) *may consider additional GAME course not used for other certificate requirements*

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COMMENTS

IMPORTANT NOTES:
- Students must earn a minimum of a 2.0 (C average) to graduate with this minor.
- Students are allowed to use up to 2 courses (typically 6 units) between a major, minor, or general education and certificate program with departmental approval.
- Students may enroll in two certificate programs to fulfill required minor for iSchool majors.

GAME Prefix Course Options (Take 2)

GAME 303	Digital Games & Societies	
GAME 305	Legal Aspects of Game Industries	
GAME 306	eSports Casting & Development	
GAME 307	Narrative Practices in Digital Games	
GAME 308	Diversity & Bias in Games	
GAME 309	Simulation Design & Development for Complex Problem Solving	
GAME 310	Gamification in Society	
GAME 311	eSports Industries	
GAME 312	Monetizing Independent Gaming	
GAME 351	Introduction to Game Development with Unity	**Pre-req: ISTA 130 or CSC 110 or ECE 175**
GAME 451	Game Development	**Pre-req: GAME 351 or CSC 210 or ISTA 350**
GAME 452	Advanced Game Development	**Pre-req: GAME 451**

Elective Course Options (Take 1)

ESOC 300	Digital Storytelling & Culture	
ISTA 130	Computational Thinking & Doing	*Recommended pre-req: MATH 107 or higher*
ISTA 301	Computing & the Arts	
ISTA 302	Technology of Sound	
ISTA 424	Virtual Reality	**Pre-req: GAME 351 or CSC 210 or ISTA 350**
ISTA 425	Algorithms for Games	**Pre-req: GAME 351 or CSC 210 or ISTA 350**