Minor in Computer Game Design & Development

KENNESAW STATE
UNIVERSITY
OFFICE OF THE PRESIDENT

Catalog Year: 2020 – 2021

Total Minor Credit Hours: 16

Required Courses (10 credit hours)

	Prerequisites		
CSE 1321/L: Programming & Problem Solving I CSE 1321L is offered in three languages; Python, Java, or C#. The language for each section can be found in the Comments section of the course(s) in the Registration screen in Owl Express.	Lecture & Lab must be taken together	4	CSE 1321/L and CSE 1322/L must have a minimum grade of 'B.' All CGDD courses must have a minimum grade of 'C.'
CGDD 2012/L: Fundamentals of Game Design	CSE 1322/L	4	
CGDD 4003: Digital Media and Interaction	CGDD 3103 or CS 3305 or IT 3883	3	

Upper Division Electives (6 credit hours)

Select any at least 6 credit hours from listed courses below and/or any other 3000/4000 level CGDD course.

	Prerequistes	
CGDD 3103: Application Extension and Scripting	CGDD 2012 & CSE 1322/L	3
CGDD 4203: Mobile and Casual Game Development	CGDD 4003	3
CGDD 4303: Educational and Serious Game Design	CGDD 4003	3
CGDD 4313: Designing Online Learning Content and Environments	Varies	3