

Minor in Computer Game Design & Development



Catalog Year: 2023

Updated 6/9/2023

Required Courses (10 credit hours)

	Prerequisite	Cr	
CSE 1321 Programming & Problem Solving I	Concurrent: CSE 1321L	3	
CSE 1321L Programming & Problem Solving I Lab	Concurrent: CSE 1321	1	
CGDD 2012 Fundamentals of Game Design	None	2	
CGDD 2014 Fundamentals of Digital Game Development	CSE 1321/L 'B' or better & Concurrent: CGDD 2012	1	
CGDD 4003 Digital Media and Interaction	CGDD 3103 or CS 3305 or IT 3883	3	

Note: Students must make a 'B' or better in CSE 1321 and CSE 1321L. CGDD 2012 and CGDD 2014 are recommended to be taken concurrently when possible.

For students with majors outside the College of Computing & Software Engineering, please meet with a CCSE Advisor to discuss the possibility of a prerequisite override for CGDD 3103.

Upper Division Electives (6 credit hours)

Select at least 2 courses (6 credit hours) from the following

	Prerequisite	Cr	
CGDD 3103 Application Extension and Scripting	CGDD 2012 & CSE 1322/L 'B' or better	3	
CGDD 4203 Introduction to Mobile and Immersive Gaming	CGDD 4003	3	
CGDD 4303 Educational and Serious Game Design	CGDD 4003	3	
CGDD 4313 Designing Online Learning Content and Environments	None	3	
CGDD 4490 Advanced Topics	Varies	3	
Any CGDD 3000 or 4000-level course: CGDD _____		3	

Program Total: 16 credit hours