

Information Systems and Applied Technologies Requirements

The School of Information Systems and Applied Technologies in the College of Applied Sciences and Arts offers the following technically related courses. These courses serve as common requirements for various majors. Selected courses are available to students enrolled in other academic units.

Game Design and Development Minor

The minor in Game Design and Development (GDD) is a multi-disciplinary minor offered by the School of Information Systems and Applied Technologies (ISAT), and the College of Mass Communication and Media Arts (MCMA). The purpose of this minor is to prepare students who wish to enter the field of game design and development. The Game Design and Development minor requires 18 credits. The courses required to complete this minor include: ISAT 340, IST 209G, RTD 487, RTD 361, IST 392 or MCMA 499, and one elective course. The approved electives for this minor are: IST 306, IST 312, IST 426, IST 446, RTD 331, RTD 496, CP 454, CP 470C, CP 470W, and CP 472. All prerequisites for these courses must be fulfilled prior to enrollment in each course. All courses for this minor must be completed with a grade of C or better. All students who wish to enroll in this minor must do so through the ISAT advisor or the Cinema and Photography or Radio, Television, and Digital Media advisors. MCMA students may not count a course taken to fulfill the requirements of this Minor as one of the courses required to fulfill either an RTD or CP major.

Required:

ISAT 340 - Introduction to Video Game Design and Industry
IST 209G - Introduction to Game Programming
RTD 361 - Sound Mix in Popular Culture
RTD 487 - 3D Animation I: Modeling
IST 392 - Special Projects or MCMA 499 - Independent Study

Elective Courses:

IST 306 - Android Application Development
IST 312 - Programming II
IST 426 - Application Development Environments
IST 446 - Software Engineering and Management
RTD 331 - Digital Graphics Foundations
RTD 496 - Sound and Moving Image
CP 454 - Approaches for the Animation Stand
CP 470C - Advanced Topics Photography
CP 470W - Advanced Topics Screenwriting
CP 472 - Problems Creative Production Cinema

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Catalog Year Statement:

Students starting their collegiate training during the period of time covered by this catalog (see bottom of this page) are subject to the curricular requirements as specified herein. The requirements herein will extend for a seven calendar-year period from the date of entry for baccalaureate programs and three years for associate programs. Should the University change the course requirements contained herein subsequently, students are assured that necessary adjustments will be made so that no additional time is required of them.