

Information Systems and Applied Technologies

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 15 credits. For IST majors, the required courses are RTD 201 and IST 392; for all other majors, IST 209 and MCMA 499 are required. Only after completing 12 credit hours in GDD, students can take the capstone course of IST 392 (IST major) or MCMA 499 (RTD major). This course is co-taught by two faculty (one from IST and one from MCMA) as an independent study. The GTDD minor students are required to display their final project at each program's website and/or showcase.

The approved electives are in two areas for 9 credit hours: Game Studies and Production -- RTD 331, RTD 378, RTD 382, RTD 478, RTD 487 and Game Programming (Prerequisite) -- IST 312 (209), IST 336 (209), IST 403 (312), IST 422 (312 & 336), & IST 446 (209). 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 advisors or the MCMA advisors. The required courses for each major (IST & RTD) will not be counted as the GDD minor courses.

Required (6 credit hours):

- RTD 201 - Introduction to Media Production
- IST 392 - Special Projects
- IST 209 - Introduction to Programming
- MCMA 499 - Independent Study

Elective Courses (9 credit hours):

Game Studies and Production:

- RTD 331 - Digital Graphics Foundations
- RTD 378 - Writing for Game Production
- RTD 382 - 2D Digital Character Animation I
- RTD 478 - Game Narrative
- RTD 487 - 3D Animation I: Modeling

Game Programming:

- IST 312 - Digital Graphics Foundations
- IST 336 - Web-based Applications in Information Systems
- IST 403 - Client-Side Web Development
- IST 422 - Mobile Programming
- IST 446 - Software Engineering and Management

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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.