

Game Design and Development Minor

The minor in Game Design and Development (GDD) is a multi-disciplinary minor offered by Information Technology (ITEC) and the College of Arts and Media (CAM). 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 ITEC majors, the required courses are RTD 201 and ITEC 392; for all other majors, ITEC 209 and MCMA 499 are required. Only after completing 12 credit hours in GDD, students can take the capstone course of ITEC 392 (ITEC major) or MCMA 499 (RTD major). This course is co-taught by two faculty (one from ITEC and one from CAM) as an independent study. The GDD 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) -- ITEC 312 (ITEC 209), ITEC 336 (ITEC 209), ITEC 403 (ITEC 312), ITEC 422 (ITEC 312 & ITEC 336), & ITEC 446 (ITEC 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 ITEC advisors or the CAM advisors. The required courses for each major (ITEC & RTD) will not be counted as the GDD minor courses.

Required (6 credit hours):

- RTD 201 - Introduction to Media Production
- ITEC 392 - Special Projects
- ITEC 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:

- ITEC 312 - Programming II
- ITEC 336 - Web-based Applications in Information Systems
- ITEC 403 - Client-Side Web Development
- ITEC 422 - Mobile Programming
- ITEC 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.