VIDEO GAME DESIGN MINOR

The Minor in Video Game Design is for students in other disciplines looking to expand their career opportunities or apply game development technology to their discipline. The minor focuses on learning the game design process culminating in producing and publishing video games in a collaborative team environment.

Course Requirements for the Minor

The following courses, or their approved transfer equivalents, are required of all candidates for this minor.

Course	Title	Units
CAGD 170	Video Game Design	3
CAGD 180	Scripting and Programming for Computer Graphics	3
CAGD 270	Level Design	3
CAGD 280	Introduction to Game Scripting	3
CAGD 370	Video Game Development	3
CAGD 375W	Video Game Pre-Production	3
Select one of the following:		3
CAGD 377	Mobile Game Development	
CAGD 470	Video Game Production	
CAGD 495	Advanced Production	
Total Units		**21**