SPORT AND COMPUTER GAME DESIGN MINOR

Banner Code: SCGD

Academic Advising
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This minor is offered jointly with Computer Game Design.

It offers academic preparation in an industry that has seen rapid expansion in the sale, design, and production of sport-related games around the world. The required courses provide students with a foundational overview of the sports industry, the sport management academic discipline, and computer game design. Students can complement that knowledge with the selection of courses in these two disciplines that meet their individual interests.

Admissions & Policies

Policies
Eight credits of coursework must be unique to the minor. For policies governing all minors, see AP.5.3.4 Minors.

Requirements

Minor Requirements
Total credits: 18

Required Courses
GAME 210 Basic Game Design 3
SPMT 201 Introduction to Sport Management 3
Total Credits 6

Electives
Select four courses (at least one in each discipline) from the following: 12
GAME 230 History of Computer Game Design
GAME 231 Computer Animation for Games
GAME 232 Online and Mobile Gaming
GAME 250 Music for Film and Video
GAME 310 Game Design Studio
GAME 330 Computer Game Platform Analysis
SPMT 304 Sport, Culture, and Society
SPMT 320 Psychology of Sport
SPMT 405 Sport Venues and Events
SPMT 412 Sport Marketing and Sales
SPMT 420 Economics and Finance in the Sport Industry

SPMT 455 Governance and Policy in Sport Organizations 12