

COMPUTER GAME DESIGN MINOR (CVPA)

Banner Code: GAME

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The minor embodies the core components discovered in the larger game design field. It offers a core of foundational studies with intermediate and advanced course options in game animation, game sound and music, or game design and development. Students pursuing the minor will be able to participate in game program events, special activities, game design competitions, and in most projects hosted in the Computer Game Design Research Studio.

Admissions & Policies

Policies

Eight credits of coursework must be unique to the minor and students must complete all coursework with a minimum GPA of 2.00. For policies governing all minors, see AP.5.3.4 Minors (<http://catalog.gmu.edu/policies/academic/undergraduate-policies/#ap-5-3-4>).

Requirements

Minor Requirements

Total credits: 15-16

Coursework

Code	Title	Credits
GAME 101	Introduction to Game Design (Mason Core) (http://catalog.gmu.edu/mason-core/)	3
or GAME 210	Basic Game Design	
GAME 230	History of Computer Game Design	3
GAME 400	Game Design Practicum	3
Select a two or three-course sequence from the following:		6-7
GAME 231 & GAME 398	Computer Animation for Games and Advanced Game Design Animation	
GAME 232 & GAME 330 & GAME 331	Online and Mobile Gaming and Computer Game Platform Analysis and Consumer Gaming Platform Analysis Lab	
GAME 250 & GAME 367	Music for Film and Video and Writing and Editing Music and Sound	
6-7 credits selected from GAME 200-499		
Total Credits		15-16