COMPUTER GAME DESIGN MINOR

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.

Requirements

Minor Requirements
Total credits: 18-19

Coursework

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>GAME 101</td>
<td>Introduction to Game Design (Mason Core)</td>
<td>3</td>
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<tr>
<td>GAME 210</td>
<td>Basic Game Design</td>
<td>3</td>
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<td>GAME 230</td>
<td>History of Computer Game Design</td>
<td>3</td>
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<tr>
<td>GAME 400</td>
<td>Game Design Practicum</td>
<td>3</td>
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<td>Select a two or three-course sequence from the following:</td>
<td>6-7</td>
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<tr>
<td></td>
<td>GAME 231 &amp; GAME 398 Computer Animation for Games &amp; Advanced Game Design Animation</td>
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<td>GAME 232 &amp; GAME 330 Online and Mobile Gaming &amp; Computer Game Platform Analysis</td>
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<td>&amp; GAME 331 &amp; GAME 331 Consumer Gaming Platform Analysis &amp; Lab</td>
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<td></td>
<td>GAME 250 &amp; GAME 367 Music for Film and Video &amp; Writing and Editing Music and Sound</td>
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<td>6-7 credits selected from GAME 200-499</td>
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</tbody>
</table>

Total Credits 18-19