

Game Design and Development Minor

Code	Title	Semester Hours
Game Computing		9
CS 102 or CS 103	INTRO TO C PROGRAMMING INTRO PROGRAMMING USING JAVA	
CS 121	COMPUTER SCIENCE I	
CS 347 or ARS 311	INTRO VIDEO GAME DESGN & PROGM GAME DESIGN: SCRIPTING & DES I	
Game Animation		9
ARS 220	ANIMATION: INTRODUCTION ¹	
Select 2 of the following:		
ARS 311	GAME DESIGN: SCRIPTING & DES I	
ARS 321	ANIMATION: ORGANIC MODELING	
ARS 322	ANIMATION: 3D ANIMATION	
ARS 324	ANIMATION: TECHNICAL ARTS	
ARS 325	ANIMATION: HARD SURF MODELING	
ARS 327	ANIMATION; VISUAL STORY DEV	
ARS 328	ANIMATION: CONCEPT ART	
ARS 329	ANIMATION: 2D ANIMATION	
ARS 415	ANIMATION: TEAM GAME DESN I	
ARS 416	ANIMATION: TEAM GAME DESN II	
ARS 425	ANIMATION: SHORT FILM I	
ARS 426	ANIMATION: SHORT FILM II	
Game Sound		3
Choose 1 of the following:		
MU 305	MUSIC TECHNOLOGY III ¹	
MU 306	MUSIC TECHNOLOGY IV ¹	
Game Design		9
ARS 210	GAME DESIGN: INTRODUCTION ¹	
EH 301 or EH 442 or EH 454	TECHNICAL WRITING USABILITY STUDIES NEW MEDIA WRITING & RHETORIC	
ARS 415	ANIMATION: TEAM GAME DESN I	
Total Semester Hours		30

¹ Listed prerequisites are not required for GDD minors taking this course. Please contact academic advising office or vinny.argentina@uah.edu for registration overrides.