

# Game Design and Development Minor

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- 25% of the minor must be earned at UAH
- A minimum GPA of 2.0 is required in the minor

Requirements for the Game Design and Development Minor include:

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

<sup>1</sup> Listed prerequisites are not required for GDD minors taking this course. Please contact academic advising office or [vinny.argentina@uah.edu](mailto:vinny.argentina@uah.edu) for registration overrides.