**Media Arts and Game Development**  
**Technology minor**

This program is designed specifically to pair with the Computer Science Major (or as a second minor with the Computer Science minor). Combining a CS major with this Tech minor would be the most comprehensive way for students to develop programming skills connected to game development.

Required classes (7 classes = 21 credits):
- MAGD 150 Introduction to Media Arts and Game Development
- MAGD 210 Visual Design for Digital Media
- MAGD 220 Drawing for Digital Media
- MAGD 272 Game Development
- COMM 351 Game Studies and Design
- MAGD 487 Advanced Media Arts Team Projects 1
- MAGD 488 Advanced Media Arts Team Projects 2

Electives (choose 1 – 3 credits):
- ARTSTDIO 377: HD/DV Design Fundamentals
- ARTSTDIO 380: 3D Modeling/Animation I
- ARTUSDIO 388: Motion Graphic Animation Studio I
- COMM 238: Video I: Fundamentals of Video Production
- COMM 239: Audio I: Fundamentals of Audio Production
- COMM 285: Social Media Optimization
- COMM 294 GameZombie
- COMM/ MUSC 346 Sound and Image
- COMM 440 New Communication Technologies
- MAGD 271 Flash Development
- MUSC 452 Electronic Music and Sound Design
- COMM 493M MAGD Internship
- COMM 496 Special Studio
- COMM 498 Independent Study

Note: This program of study requires a student to also take:
- COMPSCI 174 Introduction to C++
- COMPSCI 220 Intermediate Java OR  
  COMPSCI 222 Intermediate C++
- COMPSCI 223 Data Structures

All of these courses are courses students would take as either a Computer Science major or minor.