

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.