# GAME DESIGN MINOR

University of Colorado
Colorado Springs

## ACADEMIC ADVISING

*Partnering with students to successfully navigate college*
**Location:** Main Hall 208
**Phone:** 719.255.3260
**Website:** Academic Advising

**Connect With Your Advisor**
Current UCCS Students
- Appointments: www.uccs.edu/advising/current-students

Prospective Students: www.uccs.edu/admissions/contact

## GENERAL ACADEMIC INFORMATION

**Minimum Minor Requirements**
- 21 credit hours
- 9 upper-division credit hours (3000-4999 level)
- 2.0 Minor GPA
- Residency: Last 12 credit hours of the minor must be completed while registered at UCCS

**NOTE: Speak with an academic advisor to declare a minor.**

**Student Responsibilities**
Students are required to know and follow:
- All academic policies set forth by the University, College, and academic department in the UCCS Catalog: catalog.uccs.edu
- All course prerequisites designated by the University. Failure to meet course pre-requisites may result in an administrative drop of the course from a student's schedule: see degree audit for list of course prerequisites within academic minor.

## MINOR REQUIREMENTS

Explore Game Design: Game Design and Development | College of Engineering and Applied Science (uccs.edu)

| Minor Requirements | | | |
|---|---|---|---|
| **Game Design Minor** (21 hours)  All courses must be completed with a grade of "C" or better. | **Course/Area** | **Course Title** | **Credit Hours** |
| | GDD 1100 Or CS 1100 | Introduction to Game Development | 3 |
| | GDD 1200 | Introductory Programming for Game Developers | 3 |
| | GDD 2100 | Game Design for Diverse Populations | 3 |
| | GDD 2150 | Fundamental Game Design Concepts | 3 |
| | GDD 3100 | User Interface Design for Games | 3 |
| | Upper Division GDD Electives | *Complete 6 hours of upper-division (3000+ level) design-intensive GDD courses.* | 6 |
| | | **Total** | **21** |