

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)	Course/Area	Course Title	Credit Hours
All classes must be completed with a grade of C or better.	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	<i>Complete 6 hours of upper-division (3000+ level) design-intensive GDD courses.</i>	6
		Total	21