GAME DESIGN MINOR

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.

MINOR REQUIREMENTS

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

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