

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
- 12 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 Programming: [Game Design and Development | College of Engineering and Applied Science \(uccs.edu\)](#)

Minor Requirements			
Game Programming + 3D Minor (21 hours)	Course/Area	Course Title	Credit Hours
All classes must be completed with a grade of C or better. Note: Many of these courses require significant programming. Students pursuing the minor will need to have programming experience from formal course work or personal experience.	CS 1450 or GDD 2200	Data Structures and Algorithms Object-Oriented Analysis, Design, and Implementation	3
	GDD 2150	Fundamental Game Design Concepts	3
	CS 2300 or MATH 3130	Computational Linear Algebra Intro to Linear Algebra	3
	CS 3350	Team-Based Game Production	3
	CS 4800	Computer Graphics	3
	Upper Division GDD Electives	<i>Complete 6 hours of upper-division (4000+ level) programming-intensive GDD courses or CS 4780. Graduate level Games and Media Integration courses may also be used.</i>	6
		Total	21