**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](http://www.uccs.edu/advising/current-students)

Prospective Students: [www.uccs.edu/admissions/contact](http://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](http://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)](http://www.uccs.edu)

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

**Total** 21