

ACADEMIC ADVISING

Partnering with students to successfully navigate college

Location: Main Hall 208

Phone: 719.255.3260

Website: [Academic Advising](https://www.uccs.edu/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 \(uccs.edu\)](https://www.uccs.edu/college-of-engineering-and-applied-science)

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	Data Structures and Algorithms	3
	or GDD 2200	Object-Oriented Analysis, Design, and Implementation	
	GDD 2150	Fundamental Game Design Concepts	3
	CS 2300	Computational Linear Algebra	3
	or MATH 3130	Intro to Linear Algebra	
	CS 3350	Team-Based Game Production	3
	CS 4800	Computer Graphics	3
	Upper Division GDD Electives	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.	6
		Total	21