

ACADEMIC ADVISING

Partnering with students to successfully navigate college

Location: Main Hall 208

Phone: 719.255.3260

Website: www.uccs.edu/advising

Connect With Your Advisor

Current UCCS Students

- Appointments: www.uccs.edu/advising/current-students
- Drop In Advising: Most Wednesdays, 1:00pm - 4:00pm

Prospective Students: www.uccs.edu/admissions/contact

GENERAL ACADEMIC INFORMATION

Minimum Minor Requirements

1. 21 credit hours
2. 9 upper-division credit hours (3000-4999 level)
3. 2.0 Minor GPA
4. Residency: Last 12 credit hours of the minor must be completed while registered at UCCS

NOTE: Speak with an academic advisor in Main Hall, 2nd floor, to declare a minor.

Student Responsibilities

Students are required to know and follow:

1. All academic policies set forth by the University, College, and academic department in the UCCS Catalog: catalog.uccs.edu
2. 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 INFORMATION

| 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 | Complete 6 hours of upper-division (3000+ level) design-intensive GDD courses. | 6 | |
| | | | Total | 21 |