GAME PROGRAMMING + 3D MINOR

University of Colorado
Colorado Springs

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
- 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	**Course/Area**	**Course Title**	**Credit Hours**
(21 hours)	CS 1450 or	Data Structures and Algorithms	3
All classes must be completed with a grade of C or better.	GDD 2200	Object-Oriented Analysis, Design, and Implementation	
	GDD 2150	Fundamental Game Design Concepts	3
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 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	*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**