

## 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
- 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](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 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.  <b>Note:</b> 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
		<b>Total</b>	<b>21</b>