GAME PROGRAMMING MINOR

The Game Programming minor is for students in a Bachelors degree program who want to develop the skills to create software for 2D and 3D video games. The minor provides students with courses that cover game design concepts, user interface design, and software development of video games. Students wishing to specialize in game programming may complete the Game Programming minor by taking 15 credits (five CITA courses).

Student Learning Outcomes

Upon successful completion of this minor students will be able to:

- Apply the principles of game development, from concept to final product
- Apply concepts of Object-Oriented Programming (OOP) in a game design context
- Create the software for a multi-player 2D, 3D game suitable for distribution
- Demonstrate the ability to generate prototypes for game interfaces

Curriculum Requirements

Code	Title	Credits
CITA 112	Intro to Game Development	3
or CITA 113	Intro to Game Design & Dev	
CITA 212	Fundamentals of Game Design	3
CITA 312	Intermediate Game Design	3
CITA 385	User Interface Design	3
or CITA 386	Game Interface Design	
CITA 412	Advanced Game Design & Applica	3
Total Credits		**15**