

GAME STUDIES MINOR

A minor in Game Studies requires eighteen (18) hours, which must include:

Course	Title	Credits
Required:		
EH 252	Introduction to Game Studies	3
Select fifteen hours (15) from the following:		15
ART 130	Creative Thinking	
ART 233	Design I	
ART 438	Special Topics in Graphic Design (if topic is applicable)	
ART 439	Special Topics in Art History (if topic is applicable)	
COM 200	Introduction to Mass Communication	
COM 307	Media Literacy	
COM 385	Multimedia Design	
COM 412	Digital Media Analytics	
CS 339	Game Design I	
CS 439	Game Design II	
EH 251	Introduction to Creative Writing	
EH 333	Writing about Gaming (WI)	
EH 334	Special Topics in Game Studies	
EH 351	Creative Writing: Fiction	
EH 354	Creative Writing: Special Topics (if topic is applicable)	
EH 399	Study Tour (if topic is applicable)	
EH 491	Internship (if topic is applicable)	
HY 310	Reacting to the Past	
HY 365	History of Video Games	
SMR 240	Introduction to eSports	
THR 377	Costume Design I	
THR 470	Computer Aided Rendering for Theatre	
Total Hours		18