GAME DEVELOPMENT, MINOR

Requirements for a minor may be completed at any campus location offering the specified courses for the minor. Students may not change from a campus that offers their major to a campus that does not offer their major for the purpose of completing a minor.

Program Description
Game Development is the craft of transforming a concept into an engaging interactive form. This craft is highly interdisciplinary, requiring students to answer questions about the human condition (what makes a game fun), about psychology (what makes an interface engaging), about aesthetics (what makes something pleasing), and about technical considerations (how to implement a game). Students pursuing the Game Development minor are required to explore a variety of disciplines in the breadth component. Often these classes will also be qualified as general education. Disciplinary depth in selected areas is achieved in the depth component. Finally, student teams complete a capstone design class, working in teams to complete a project from concept to implementation.

What is Game Development?
Game development is the art and science of transforming a gaming concept into an engaging interactive product. This requires interdisciplinary thinking: What makes a game fun in terms of design and gameplay perspectives? What makes a story compelling? How do you build game levels that tell stories and challenge players? How should the playable and non-playable characters look? What are the technical requirements needed to pull the story, the design, and the functional mechanics together? And how do you pitch your game like a professional would?

You Might Like This Program If...
- You're proud to call yourself a gamer.
- You can see yourself coding for Minecraft, mapping new levels for Candy Crush, or writing storylines for Call of Duty.
- You'd like to add a technical component to a liberal arts degree program.

Program Requirements

Requirements for the Minor

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<th>Requirement</th>
<th>Credits</th>
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<tbody>
<tr>
<td>Requirements for the Minor</td>
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Requirements for the Minor
A grade of C or better is required for all courses in the minor, as specified by Senate Policy 59-10 (http://senate.psu.edu/policies-and-rules-for-undergraduate-students/59-00-minors-and-certificates/#59-10).

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<th>Code</th>
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<tr>
<td></td>
<td>Prescribed Courses: Require a grade of C or better</td>
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<tr>
<td>GAME 220</td>
<td>Introduction to Game Design</td>
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<td>GAME 250</td>
<td>Technical Game Development</td>
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<td>GAME 480</td>
<td>Game Development Project</td>
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<td>Additional Courses: Require a grade of C or better</td>
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<td>Select one of the following:</td>
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Opportunities for Graduate Studies

The size of the interactive entertainment industry and growing adoption of virtual and augmented reality technology have created many graduate-level educational opportunities. You can further tailor your education with advanced training in such fields as the mechanics of game design, animation, motion capture, data structure, artificial intelligence, quality assurance, and game marketing.

MORE INFORMATION ABOUT OPPORTUNITIES FOR GRADUATE STUDIES (http://behrend.psu.edu/school-of-engineering/academic-programs/computer-science/curriculum/game-development-minor)

Contact

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http://wilkesbarre.psu.edu/academics/minors/game-development