

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.

Career Paths

The minor in Game Development can be pursued by students in most Penn State Behrend degree programs. This interdisciplinary minor teaches game programming, design, animation, production, and quality assurance. Above all, the minor offers you coherent and clear knowledge about the video game industry. Penn State Behrend has a comprehensive support system to help you identify and achieve your goals for college and beyond. Meet with your academic adviser often and take advantage of the services offered by the Academic and Career Planning Center beginning in your first semester.

Careers

Interactive entertainment is a growing industry, and one that hires college graduates from nearly every academic discipline. Network engineers and marketers, software developers and psychologists, accountants and arts administrators—all can make a career within the field.

MORE INFORMATION ABOUT POTENTIAL CAREER OPTIONS FOR GRADUATES WITH A MINOR IN GAME DEVELOPMENT (<http://behrend.psu.edu/school-of-engineering/academic-programs/computer-science/curriculum/game-development-minor/>)

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/>)