

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.