Games and Game Design

Minor
18 Credit Hours

This program is offered by the School of Communications/Media Arts Department and is only available at the St. Louis main campus and at select U.S. and international campuses. Please see the Locations Offering Undergraduate Programs section of this catalog for a list of campuses where this program is offered.

For information on the general requirements for a minor, see Minor under the Academic Policies and Information section of this catalog.

The minor in Games and Game Design offers students the opportunity to engage in a fundamental exploration of the aesthetic, theoretical, and technical practices of game design. Students will have the freedom to take a wide range of game design classes to supplement the core requirements.

Learning Outcomes

The student will:

- Demonstrate and understanding of the principles of game design.
- Develop fundamental gameplay experiences.
- Demonstrate a broad understanding of video game history.

Required Courses

- GAME 1000 Analog Game Design (3 hours)
- GAME 1500 Introduction to Video Game Design (3 hours)
- GAME 3500 History of Video Games (3 hours)
- Additional hours of GAME courses (9 hours)

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