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 the Geneva campus.

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 an 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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