Games Studies

This minor strategically responds to growing student interest in game design, interactivity, and technology-driven storytelling, aligning with national and global trends in the game and media industries. It leverages existing faculty expertise and cross-unit collaboration to provide high-impact, interdisciplinary learning experiences. The minor supports career preparation in fields such as game development, narrative design, media production, UX/UI design, and critical game analysis, filling a curricular gap and formalizing learning already present in student practices and faculty mentors

Minor

Code	Title	Credits
Core:		**3**
Required:		
COMM 110	Introduction to Game Studies	
Electives:		**15**
Choose 6 courses:		
INFO SCI 341	Survey of Gaming and Interactive Media	
INFO SCI 342	Game Design	
INFO SCI 443	Game Development	
ENGLISH 310	Topics in Game Writing	
DESIGN 231	Graphic Design Process	
MUSIC 120	Video Game Music	
Total Credits		**18**