

# MINOR IN GAME DESIGN AND EXPERIENTIAL MEDIA

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## Required Courses

Code	Title	Credit Hours
GEM 100	Game Design and Experiential Media Intro to the Professions	3
<b>Game Design Foundation</b>		<b>(3)</b>
HUM 371	Fundamentals of Game Design	3
or HUM 372	Interactive Storytelling	
<b>GEM Human Factors Elective</b>		<b>(3)</b>
HIST 373	History of Video Games	3
or ITMD 362	Human-Computer Interaction and Web Design	
or PHIL 374	Ethics in Computer Science	
or PHIL 381	Artificial Intelligence, Philosophy and Ethics	
or PSYC 301	Industrial Psychology	
or PSYC 310	Social Psychology	
or PSYC 363	Introduction to Sports Psychology	
<b>GEM Technical Electives</b>		<b>(6)</b>
Select 6 credit hours from the following list:		6
COM 421	Technical Communication	3
COM 424	Document Design	3
EG 225	Engineering Graphics for Non-Engineers	3
EG 329	Graphic Representation for Non-Engineers	3
HUM 374	Game Design Level 2	3
HUM 375	Practical Magic: Designing Entertainment Experiences.	3
ID 410	Introduction to Design Processes	3
ITM 311	Introduction to Software Development	3
ITM 313	Introduction to Open Source Application Development	3
ITMD 413	Open Source Programming	3
ITMD 441	Web Application Foundations	3
ITMD 455	Open-Source Intelligent Device Applications	3
ITMO 356	Introduction to Open Source Operating Systems	3
ITMT 492	Introduction to Smart Technologies	3
<b>Total Credit Hours</b>		<b>15</b>