Entertainment Arts and Engineering
Games Minor

Please Note - BS Computer Science students are not permitted to enroll in the Games minor. BS Computer Science students that wish to study games should pursue the EAE emphasis in their degree..

Prerequisites for the Minor- 12 Credit Hours:

C- or better in each course, and a minimum 3.0 average GPA (within minor prerequisite courses) required to apply

___ EAE 1010, Survey of Games…………………………………………………………..…....3
___ EAE 1050, Digital Content Creation……………………………………………………...3
___ COMP 1010, Programming for All 1: Beginning Programming…………………………...………..3
___ EAE 3010, Assets Pipeline..………..3

Minor Requirements - 13-14 Credit Hours

C- or better required in all EAE courses.

___ EAE 3710 Traditional Game Development (prereqs: EAE 3010, full minor status in Games)………………………4

___ EAE Elective XXXX…………...…3

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Complete one of the following:

___ EAE 3660 Interactive Machinima (prereqs: EAE 3010)…………...3

___ EAE 3720 Alternative Game Development (prereqs: EAE 3010, full minor status in Games)………………………4