

GAME DEVELOPMENT, MINOR

This minor combines the sound principles of computer application development through computer game development. Game development is a very popular venue in higher education and this minor gives students in other IT-related disciplines the opportunity to explore the ever-growing popularity of game development as an option. The minor allows students to explore gaming through the Marshall University's Computer and Information Technology department's computer lab for gaming (Marshall's Advanced Gaming and Interactive Computing Lab-MAGIC Lab) where students can interact with each other, playing different types of computer games to research latest trends and graphics and discuss gaming, as well as, design and develop their own games as projects for courses required for the minor.

Code	Title	Credit Hours
Required Courses		
CIT 340	Game Development I:2D	3
CIT 440	Computer Graphics for Gaming	3
CIT 441	Game Development II:3D	3
Select two courses from the following:		6
CIT 446	3D Modeling and Animation	
CIT 447	Modeling/Simulation Dev	
CIT 448	Mobile Game Development	
CIT 443	Game Development III: AI	
Total Credit Hours		15

Minors are 12-18 hours of courses designed for non-majors. Please consult your advisor for specifics.