SPORT AND COMPUTER GAME DESIGN MINOR (CEHD)

Banner Code: SCGD

Academic Advising

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This minor is offered jointly with Computer Game Design (http://catalog.gmu.edu/colleges-schools/visual-performing-arts/computer-game-design/).

It offers academic preparation in an industry that has seen rapid expansion in the sale, design, and production of sport-related games around the world, including tremendous growth in the competitive esports segment of the industry. The required courses provide students with a foundational overview of the sports industry, the sport management academic discipline, and computer game design. Students can complement that knowledge with the selection of courses in these two disciplines that meet their individual interests.

Admissions & Policies

Policies

Eight credits of coursework must be unique to the minor and students must complete all coursework with a minimum GPA of 2.00. For policies governing all minors, see AP.5.3.4 Minors (http://catalog.gmu.edu/policies/academic/undergraduate-policies/#ap-5-3-4).

Requirements

Minor Requirements

Total credits: 18

Required Courses

Code	Title	Credits
GAME 210	Basic Game Design	3
SPMT 201	Introduction to Sport Management	3
Total Credits		6

Electives

Code	Title	Credits
Select four courses (at least one in each discipline) from the following:		12
GAME 230	History of Computer Game Design	
GAME 231	Three-Dimensional Game Art I	
GAME 232	Online and Mobile Gaming	
GAME 250	Music for Film and Video	
GAME 310	Digital Game Design	
GAME 330	Computer Game Platform Analysis	
SPMT 304	Sport, Culture, and Society	
SPMT 320	Psychology of Sport	
SPMT 405	Sport Venues and Events	
SPMT 412	Sport Marketing and Sales	
SPMT 420	Economics and Finance in the Sport Industry	
SPMT 455	Governance and Policy in Sport Organizations	
Total Credits		12