

# COMPUTER GAME DESIGN MINOR (CVPA)

**Banner Code:** GAME

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GAME 367 Writing and Editing Music and Sound

3 credits of GAME coursework

**General Design Emphasis**

9 credits of GAME coursework

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Total Credits 15

The minor embodies the core components discovered in the larger game design field. It offers a core of foundational studies with intermediate and advanced course options in game animation, game sound and music, or game design and development. Students pursuing the minor will be able to participate in game program events, special activities, game design competitions, and in most projects hosted in the Computer Game Design Research Studio.

## 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: 15

#### Coursework

Code	Title	Credits
GAME 101	Introduction to Game Design (Mason Core) ( <a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a> )	3
or GAME 210	Basic Game Design	
GAME 400	Game Design Practicum	3
	Select a 9-credit emphasis in either Game Art, Game Scripting, Game Audio, or General Design:	9
<b>Game Art Emphasis</b>		
GAME 104	Two-Dimensional Design for Games	
GAME 231	Three-Dimensional Game Art I	
	3 credits of GAME coursework	
<b>Game Scripting Emphasis</b>		
GAME 140	Applied Coding for Game Designers	
or CS 112	Introduction to Computer Programming (Mason Core) ( <a href="http://catalog.gmu.edu/mason-core/">http://catalog.gmu.edu/mason-core/</a> )	
GAME 240	Gameplay Scripting Implementation I	
	3 credits of GAME coursework	
<b>Game Audio Emphasis</b>		
GAME 250	Music for Film and Video	