Division of Games
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
___ EAE Elective XXXX .....................................................................................................................3

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