

Computer Game Design & Development Minor

Program Description

To be eligible for a minor in Computer Game Design and Development, the student must complete the following courses with a grade of "C" or better. Any upper level (3000+) courses that are required in the major may not be used as credit for the minor. Other upper level CGDD courses may be used as substitutes. Students must have at least 9 upper level CGDD hours not required for their major (CGDD courses taken as electives for your major bachelor's degree can be used to complete the minor).



This program is a part of the College of Computing and Software Engineering.

Admission, Enrollment, and Graduation Policies

Admission Requirements

This program does not have specific admission requirements and only Admissions to Kennesaw State University is required.

Graduation Requirements

Each student is expected to meet the requirements outlined in the Academic Policies: 5.0 PROGRAM REQUIREMENTS & GRADUATION.

Program Course Requirements

Required Courses (10 Credit Hours)

*For students with majors outside CCSE, please meet with CCSE Advisors to discuss the possibility of a prerequisite override.

- CSE 132I: Programming and Problem Solving I
- CSE 132IL: Programming and Problem Solving I Laboratory
- CGDD 2012: Fundamentals of Game Design
- CGDD 2014: Fundamentals of Digital Game Development
- CGDD 4003: Digital Media and Interaction

Upper Division Electives (6 Credit Hours)

Select at least 6 credit hours from the following:

- CGDD 3103: Application Extension and Scripting

- CGDD 4203: Introduction to Mobile and Immersive Gaming
 - CGDD 4303: Educational and Serious Game Design
 - CGDD 4313: Designing Online Learning Content and Environments
 - CGDD 4490: Advanced Topics
- Any other 3000/4000 level CGDD course.

Program Total (16 Credit Hours)