[ARCHIVED CATALOG]

Game Development Programming, Minor

Students pursuing a minor in Game Development Programming are required to:

- Complete 27 credits.
- Complete a minimum of 12 credits in the minor that are not duplicated by the major or any other minor.
- Complete 6 credits upper division credits in the minor in residence at Chapman.
- Complete a minimum of 9 upper division credits in the minor.
- Achieve a 2.000 cumulative GPA in the minor and a 2.000 GPA for all upper-division coursework in the minor.

lower-division requirements (15 credits)

- CPSC 228 - Introduction to Game Programming **3 credits**
- CPSC 236 - Object-Oriented Programming in C# **3 credits**
- CPSC 242 - Introduction to the Game Industry **3 credits**
- CPSC 244 - Level Design I **3 credits**
- CPSC 245 - Unity Programming **3 credits**
  OR
- CPSC 246 - The Unreal Game Engine **3 credits**

upper-division requirements (9 credits)

- CPSC 339 - Game Planning and Design **3 credits**
- CPSC 340 - Game Development **3 credits**
- CPSC 440 - Collaborative Game Development **3 credits**

electives (3 credits)

one of the following

- ENG 328 - Writing for Video Games **3 credits**

- CPSC 344 - Level Design II **3 credits**

- MGSC 346 - Production and Operations Management **3 credits**

- CPSC 349 - Human Factors **3 credits**

- CPSC 353 - Data Communications and Computer Networks **3 credits**

- CPSC 355 - Human Computer Interaction **3 credits**

- CPSC 360 - Computer Graphics **3 credits**

- CPSC 390 - Artificial Intelligence **3 credits**

total credits 27