

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)

- [GAME 230 - Introduction to Game Programming](#) 3 credits
 - [CPSC 236 - Object-Oriented Programming in C#](#) 3 credits
 - [GAME 242 - Introduction to the Game Industry](#) 3 credits
 - [GAME 244 - Level Design I](#) 3 credits
 - [GAME 245 - Unity Programming](#) 3 credits
- OR
- [GAME 246 - The Unreal Game Engine](#) 3 credits

upper-division requirements (9 credits)

- [GAME 339 - Game Planning and Design](#) 3 credits
- [GAME 340 - Game Development](#) 3 credits
- [GAME 440 - Collaborative Game Development](#) 3 credits

electives (3 credits)

one of the following

- [ENG 328 - Writing for Video Games](#) **3 credits**
- [GAME 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**
- [GAME 370 - Topics in Game Development](#) **3 credits**
- [CPSC 390 - Artificial Intelligence](#) **3 credits**

total credits 27
