The Computer Science minor is designed to allow students in any Behrend major to establish a strong conceptual framework in computer science, so they can apply computer science methods and techniques to their primary field of study. Computing has become a critical aspect of most disciplines. This minor provides students with the opportunity to develop computing expertise which can then be applied to their field of study, thus enhancing job placement opportunities after graduation or better preparing the student to pursue graduate work in computing intensive sub-disciplines of their major.

Students begin by taking a course in computer programming (CMPSC 122); a course in discrete math for computer science (CMPSC 360); a course in software design (CMPSC 221 or SWENG 311); and a course in data structures and algorithms (CMPSC 465). These 12 credits are followed with an additional 6 credits of 400-level work in computer science (CMPSC).

(Please note that Math 140 (or Math 110) is a corequisite for CMPSC 121, so students whose majors do not require Math 140 must be sure to schedule it in place of or in addition to the math courses required by their majors.)

The United States and global games industry continues to be one of the most diverse and healthy available for job-seekers. In the United States alone, the games industry employs more than 32,000 people across 34 states, reaching a total compensation of over three billion dollars annually.   
   
As one of a growing number of interdisciplinary programs at Penn State Behrend, students can now opt to enroll in a minor in Game Development.  
   
The Game Development minor is designed to augment any degree at Behrend, and fits nicely into a four-year schedule, augmenting student learning and marketability, and aiding in the completion of general education credits.   
   
The minor consists of 18 total credits:

* 9 credits of Breadth courses (100 and 200 level)
* 6 credits of Depth courses (400 level)
* 3 credits in a Senior Project course (GAME 480)

Students can take these courses in any year of enrollment, but they are designed to be taken in ascending order, as many courses require a prerequisite.   
  
Topics in Game Development available at Penn State Behrend cover topics reaching from Programming and Artificial Intelligence, to Design and Mechanics.