

Marian University 2018 - 2019

Student's Name: _____

Date: _____

Minor: Game Design

Transfer students must complete one-third of their credits in the minor at Marian University.

GAME DESIGN MINOR									
21 credits as follows:									
15 credits:									
COURSE ID	COURSE TITLE	CR	PREREQUISITES	COURSE CYCLE SEM I SEM II SUM			ADVISOR COMMENTS	CR	GR
IDS 100	Introduction to Game Design	3							
ART XXX	Drawing, Painting or Graphic Arts	3							
ART XXX	Drawing, Painting or Graphic Arts	3							
COM 415 Or ENG 330	Digital Story Telling Or Scriptwriting	3							
IDS 410	Play-Testing and User Interface	1.5							
IDS 490	Game Design Capstone	1.5							
6 credits from the following:									
ART XXX	Art class	1.5-3							
ENG XXX	English class	1.5-3							
CMG XXX	Culture, Media, Gender Studies class	1.5-3							
TEC XXX	Information Technology class	1.5-3							
MUS XXX	Music class	1.5-3							

COMPLETION OF DEGREE REQUIREMENTS:

Minor Requirements

Total number of credits completed at Marian within the minor (1/3 required): _____

All additional minors have at least 9 unique credits: Yes No

Course Cycle
 X Offered every year
 E Offered in even years (2016-17, 2018-19, etc.)
 O Offered in odd years (2017-18, 2019-20, etc.)
 * Offered at discretion of faculty as needed