Game Development Minor

Students choose one track consisting of three courses in either Game Programming, Game Production or Virtual and Augmented Reality (XR). Students must then choose two additional courses from the list provided. These cannot include any courses from the chosen track and at least six credits of total coursework in the minor must be upper-level courses.

This minor is not intended for students in the IT major specializing in game development. Additionally, it is not for IT students who create their own specialization and utilize game development courses in that specialization. No course can be counted both for the game development minor and any IT specialization.

Code	Title	Credits
Game Programming Track		9
IT 266	Game Modification Development	
IT 276		
IT 360	Programming for Computer Graphics	
Game Production Track		9
IT 265	Game Architecture and Design	
IT 286	Foundations of Game Production	
IT 287	Advanced Game Production	
Virtual & Augmented Reality (XR) Track		9
IT 265	Game Architecture and Design	
IT 382	User Interfaces for Extended Reality	
IT 383	Game Design for Extended Reality	
Remaining two courses should be chosen from the following:		6
IT 265	Game Architecture and Design	
IT 266	Game Modification Development	
IT 276		
IT 287	Advanced Game Production	
IT 360	Programming for Computer Graphics	
IT 380	Educational Software Design	
IT 382	User Interfaces for Extended Reality	
IT 383	Game Design for Extended Reality	
IT 386	3D Modeling and Animation	
An independent study focused on an area of Game Development and approved by YWCC advisor		