



Minor in Computer Game Design and Development

Advisement Form 2010-2011

Name: _____ ID: _____

The Computer Game Design and Development minor consists of 24-39 units

	Un.	Instit.	Course	Units	Grade	Term	Prerequisites, GE & comments
Lower-Division Requirements (12 units) (Including pre/co-requisites)							
ART 205 Multimedia	3						Prereq: ART 105 or 106 or 107 or COMP 105 or consent of instructor
ART 206 Animation	3						Prereq: ART 105 or 106 or 107 or 108 or COMP 105 or consent of instructor
COMP 105 Computer Programming Introduction	3						GE: B4 (not open to students who have completed COMP 150)
MATH 137 Strategies and Game Design	3						Prereq: Passing score on the ELM exam; GE: B3
Upper-Division Requirements (3 units) (Including pre/co-requisites)							
COMP 437 Foundations of Computer Game Development	3						Prereq: COMP 105, MATH 137, ART 205, & 206 or consent of instructor; GE: B4, UDIGE
Upper-Division Electives (9 units) (<i>not including pre-requisite courses</i>)							
<i>Select <u>three</u> courses from the following list.</i>							
<i>Note: If students choose among the following <u>four</u> courses the minor may be completed with 24 units</i>							
ART 315 Animation Media and Techniques	3						Prereq: ART 206
ART 327 Communication Design Technology: Multimedia Theory and Process	3						Prereq: ART 206 or 312 or consent of instructor; Repeatable
COMP 337 Survey of Computer Gaming	3						GE: B4, UDIGE
MGT 307 Management of Organizations	3						
<i>Note: Courses on the following list have prerequisites that may increase the number of units needed for the minor.</i>							
ART 317 Video Game Production	3						Prereq: Art 205 & ART 326
ART 326 Digital Media Art: 3D Computer Animation	3						Prereq: ART 206 & 312 or consent of instructor; Repeatable
ART 492 Internship in the Arts	1-3						Prereq: Senior Standing, Art Program Portfolio review & consent of instructor; Repeatable
ART 494 Directed Independent Study	1-3						Prereq: Senior Standing, Art Program Portfolio review, & consent of instructor
COMP 350 Introduction to Software Engineering	3						Prereq: COMP 232 & 262
COMP 425 Computer Game Programming	3						Prereq: COMP 429 & 464
COMP/PSY 449 Human-Computer Interaction	3						Prereq: Programming experience or consent of instructor GE: B4, E, UDIGE

	Un.	Instit.	Course	Units	Grade	Term	Prerequisites, GE & comments
COMP 464 Computer Graphic Systems and Design I	3						Prereq: COMP 350 & MATH 240
COMP 469 Artificial Intelligence/Neural Nets	3						Prereq: COMP 350 & 362
COMP 492 Internship	1-3						Prereq: Upper-division standing & program approval of written proposal; Repeatable by topic
COMP 494 Independent Research	1-3						Prereq: Upper-division standing & program approval of written proposal; Repeatable by topic
MATH 354 Analysis of Algorithms	3						Prereq: MATH 300 & some computer programming experience
MATH 437 Mathematics for Games, Simulations, and Robotics	3						Prereq: MATH 137 or 300 or consent of instructor; GE: B3, UDIGE
MATH 492 Internship	1-3						Prereq: Upper-division standing & program approval of written proposal; Repeatable
MATH 494 Independent Research	1-3						Prereq: Senior standing & program approval of written proposal; Repeatable
MGT 471 Project Management	3						Prereq: MGT 307

Advisor: _____	Date Completed: _____
Advisor Comments: _____ _____ _____ _____	