GAME STUDIES & DESIGN MINOR

for the Undergraduate Minor in Game Studies & Design

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The Game Studies & Design Minor is intended to foster critical skills in academic game studies, and technical skills in game design. The minor will serve undergraduates who are interested in the study and design of games, gaming, game design and the digital, extended and virtual reality (XR/VR) and artificial intelligence (AI) technologies involved with the crafting of interactive systems and interfaces relevant to the game, film, education, and media industries, as well as a range of other emerging professions. Through this minor, students will learn to think critically about the history, cultural meaning, social impact, ethics, and increasingly significant role of games, gaming, and interactive media in a diverse society; they will develop the logical, algorithmic, narrative, and design capacities needed to make games, interactive narratives, and simulations; and they will become prepared for graduate work, if desired, on a path to pursuing a career in the game industry or in academic game studies research.