

ART + DESIGN MINOR

GAME ARTS

18 credits

Required game arts classes provide students with necessary skills/knowledge for working in the game arts industry, while one elective class chosen from a list of recommended classes allows each student to choose a course aligned with their personal game arts interests.

The minor in game arts offers students the opportunity to accomplish the following:

- understand the roles of professional game designer and game artist
- work with digital tools such as Photoshop, Unity3D and Maya
- develop skills which will enable production of physical prototypes
- produce a portfolio of character, environment design, and functional prototypes

Prepare for careers such as:

- game artist
- game designer
- game user interface designer
- board game designer

To declare a Game Arts Minor, students must be a degree candidate who has earned at least 24 credits, with a minimum cumulative grade point average of 2.000 and a minimum 2.500 grade point average in their major.

Note: Minors in this concentration may be required to have a laptop.



GAME ARTS MINOR COURSE CURRICULUM

Game Arts Core Courses (15 credits)

AXD 245 Story Structures

AXD 248 Principles of Game Design

AXD 246 Principles of Animation

AXD 347 Visual Design for Games

AXD 348 Game Design

And 1 course from the following (3 credits)

AXD 345 3D Modeling

AXD 346 3D Animation

AXD 446 Adv. Topics in Animation + Game Arts

AXD 384 Digital Video Production

This curricular guide represents the requirements for students entering the college for the academic year 2020-2021 and is intended as an example of progression towards the degree minor.

Accreditation: National Association of Schools of Art and Design