



COMPUTER GAMING MINOR

The Computer Gaming Minor, offered by the School of Mathematics and Computer Science, consists of 20 to 21 credit hours and is designed to provide students with a strong foundation in the principles and practices of game development. The program integrates coursework from computer science, mathematics, and digital media to give students both the technical skills and creative insight necessary to succeed in the gaming industry.

Students in the minor will take core courses in areas such as game programming, computer graphics, game engine architecture, and interactive media. Elective options may include topics like artificial intelligence for games, virtual and augmented reality, mobile game development, and game design theory.

The minor emphasizes hands-on, project-based learning, enabling students to build their own games and interactive applications using industry-standard tools and platforms. It is an ideal complement to majors such as Computer Science, Software Engineering, Mathematics, and Digital Arts, and equips students with the practical experience needed for careers in video game development, simulation design, educational technology, and more.

Whether your interest lies in coding, design, storytelling, or system architecture, the Gaming Minor offers a flexible and immersive curriculum tailored to the evolving demands of the interactive entertainment industry.

All courses must be passed with a “C” or better. Specific course requirements include:

Course	Title	Hours
Year 1		
COS 107	Prob Solving, Logic & Design	3
or COS 108 Principles of Computer Science I		
COS 275	Game Programming Foundation I	4
COS 300	System Design/Development	3
COS 375	Game Programming Foundation II	3
COS 385	Gaming and Computer Graphics	4
COS 475	Game Design and Development	3
Hours		20
Total Hours		20