

# COMPUTER GAME TECHNOLOGY MINOR

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Department: Computer Science and Information Systems (<https://catalog.bradley.edu/undergraduate/liberal-arts-sciences/computer-science-information-systems/>)

The Computer Game Technology minor provides students with essential background, understanding, knowledge, and skills in the practice of computer game software design and development.

The minor is comprised of 25 semester hours of study including 19 semester hours of required courses and 6 semester hours of elective courses as outlined below.

Code	Title	Hours
<b>Required Courses</b>		
CS 101	Introduction to Programming (or equivalent)	4.0
CS 102	Data Structures (or equivalent)	3.0
CS 200	Advanced Programming Concepts and Languages	3.0
CIS 350	Foundations of Game Programming (or equivalent)	3.0
CIS 450	Game Programming Design Patterns	3.0
CIS 459	Computer Game Capstone Project	3.0
<b>Elective Courses</b>		
Select 6 hours of the following:		6.0
CIS 451 or I M 288	Computer Game Design Game Design I	
I M 489	Game Capstone Project II	
CIS 452	Computer Game Modification	
CIS 455 or I M 455	Computer Graphics Computer Graphics	
CIS 456	Game Engine Programming	
<b>Total Hours</b>		<b>25</b>