

GAME DESIGN MINOR

Department: Interactive Media (<https://catalog.bradley.edu/undergraduate/communications-fine-arts/interactive-media/>)

The Game Design minor teaches the design, storytelling, and production foundations of game development. The minor focuses on the game development processes and tools used in industry. Methods taught entail concept development, story narrative, and production of game audio and video.

Minor Requirements

Code	Title	Hours
Required Courses		
I M 110	Introduction to Game Development ¹	3.0
or I M 111	Intro to Game Development for Non Majors	
I M 180	Survey of Games	3.0
I M 288	Game Design I	3.0
I M 289	Game Production I	3.0
Elective Courses (choose two):		6.0
I M 380	Critical Game Studies	
I M 388	Game Design II	
I M 389	Game Production II	
I M 488	Prototyping for Capstone	
Total Hours		18

¹ Determined by the minor advisor based on the needs of the student.