

# GAME PROJECT MANAGEMENT MINOR

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

A Minor in Game Project Management is open to all majors with department approval. This Minor will teach students how to organize themselves and to learn leadership qualities as well as organizational skills needed in the rapidly growing field of interactive media. Students will learn the importance of research, planning up to a year ahead for project release and support. Students will be required to be extroverted and learn cloud-based project management software in order to potentially lead a large team at various times of the day.

Code	Title	Hours
I M 175	Game Project Management I	3.0
I M 289	Game Production I	3.0
I M 389	Game Production II	3.0
I M 475	Game Project Management II	3.0
M L 350	Managing for Results in Organizations	3.0
<b>Choose one of the following courses:</b>		<b>3.0</b>
M L 356	Human Capital in Organizations	
M L 357	Leading Organizations	
M L 358	Managerial Decision Making	
<b>Total Hours</b>		<b>18</b>