REQUEST TO ADD
A MINOR IN GAME DESIGN & DEVELOPMENT (GAME)

Name: _____

Date: _____

UIN: _____

Current Major Code: *(i.e COMM)* _____

Email: _____

Expected Graduation: *(Month & Year)* _____

APPLICATIONS DUE **MARCH 6TH, 2026** FOR FALL 2026 ADMISSION

Email application to Michael White at **mwhite@arch.tamu.edu**

*Applicants will be emailed on or before **March 20th, 2026** with admission decision.*

Application review does not guarantee admission. Spots are limited.

OFFICE USE ONLY

Reviewed and approved by the College of Performance, Visualization & Fine Arts

Applicant GPR above 3.2: ☐ Yes ☐ No

Applicant has less than 70 credit hours: ☐ Yes ☐ No

Approved by: _____ _____

Program Director and/or PVFA Academic Advisor   *Date*

The **16-credit-hour** minor in Game Design & Development offers students the opportunity to develop the knowledge and skills associated with the aesthetic and technical aspects of interactive media. The minor consists of 16 hours: 10 credit hours are required courses and six are from a prescribed menu of courses. The minor in Game Design & Development offers students the opportunity to develop knowledge and skill associated with the aesthetic and technical aspects of interactive media. In collaboration with other students, you will learn core competencies as well as engage in creative problem solving. The 16-credit-hour minor provides a foundation in the principles of game design and software development. The curriculum includes art, design, programming, media literacy, and video game production.

See next page for the required courses and elective options students may use to complete the Game Design & Development minor.

*Email Academic Advisor Michael White, **mwhite@arch.tamu.edu**, with additional questions about the minor.*

REQUIRED COURSES

GAME DESIGN & DEVELOPMENT MINOR
CSCE 441: Computer Graphics – 3 hr(s)   OR **VIST 386:** Game Design I – 3 hr(s)
CSCE 443/VIST 487: Game Development – 3 hr(s)

SELECT ONE OF THE FOLLOWING:

CSCE 110: Programming I – 4 hr(s)
CSCE 111: Introduction to Computer Science Concepts and Programming – 3 hr(s)
CSCE 120: Program Design and Concepts – 3 hr(s) *CSCE majors must take this course instead of CSCE 110 and CSCE 111*

SELECT TWO (2) OF THE FOLLOWING:

ARTS 345: History of Gaming – 3 hr(s)
CSCE 436: Computer-Human Interaction – 3 hr(s)
VIST 256: Introduction to Video Game Studies – 3 hr(s)
VIST 374: Multimedia Design and Development – 3 hr(s)
VIST 401: World-Building in Games – 3 hr(s)
VIST 428: Advanced Game Design – 3 hr(s)
VIST 477/CSCE 446: Virtual Reality – 3 hr(s)
VIST 480: Game Level Design – 3 hr(s)

NOTES

Application: Students must receive signed approval from the College of Performance, Visualization & Fine Arts Undergraduate Program Director and/or Academic Advisor. After approval, application is completed through the student's home college/school/department.

Eligibility: Students applying for a minor in Game Design & Development must have a minimum 3.2 GPR overall with less than 70 completed hours. Note that some colleges/schools/departments do not permit their students to minor. Eligibility for the minor can be determined through the student's major advisor.

Satisfactory Completion of Courses: To be awarded the minor in Game Design & Development and receive transcript recognition, students must maintain a "C" average or better in all courses completed as part of the minor.

Transfer Courses: The student's home college/school/department may grant, with agreement from the College of Performance, Visualization & Fine Arts, transfer credit for no more than six credit hours. Transfer credit will not be accepted for any 300- or 400-level course.

Advising: Michael White serves as the minor advisor for PVFA. Reach out to him with questions or concerns about your degree plan and the minor in Game Design & Development. His email is *mwhite@arch.tamu.edu.*

Degree Audit: The degree audit in Compass will certify during the semester of their graduation that students have met the requirements of the minor. The minor will be recognized after graduation on the student's transcript.