

Game Studies Minor

Games are a major cultural form, with game sales now exceeding box office revenue in the United States. Attention to games and interactive media is growing, and it has become necessary to understand them as meaningful systems, reflect on their cultural influence, and to help guide their evolution with insightful criticism. The game studies minor prepares a student with fundamental underpinnings in media criticism and games.

To be eligible for the game design minor, a student must be in good academic standing and have a declared major. To declare the game design minor a student must get permission from the Interactive Media and Games Division (SCI 201) and submit a Change of Major/Minor form to Cinematic Arts Student Affairs (SCB 105).

Course Requirements for the Minor:

A total of 24 units is required for the game design minor, 6 lower-division units and 18 upper-division units.

Lower-division Core Units (6 Units)

- [CTIN 101 Fundamentals of Procedural Media](#) Units: 2
- [CTIN 190 Introduction to Interactive Entertainment](#) Units: 4

Upper-division Core Units (10 Units)

- [CTIN 462 Critical Theory and Analysis of Games](#) Units: 4
- [CTIN 464 Game Studies Seminar](#) Units: 2
- [CTIN 488 Game Design Workshop](#) Units: 4

Electives (8 Additional Units)

- [AHIS 363m Contemporary Art and the Culture Wars](#) Units: 4
- [AHIS 429 Studies in Art, Science, and Technology](#) Units: 4
- [ANTH 333gm Forms of Folklore](#) Units: 4
- [ANTH 475 Ethnographic Film Analysis](#) Units: 4
- [COMM 340 The Cultures of New Media](#) Units: 4
- [COMM 350 Video Games: Content, Industry, and Policy](#) Units: 4
- [CTCS 367 Global Media](#) Units: 4
- [CTCS 412 Gender, Sexuality and Media](#) Units: 4
- [CTCS 469 Film and/or Television Style Analysis](#) Units: 4
- [CTCS 478 Culture, Technology and Communications](#) Units: 4
- [CTCS 482 Transmedia Entertainment](#) Units: 4
- [CTIN 463 Anatomy of a Game](#) Units: 4
- [CTIN 483 Introduction to Game Development](#) Units: 4
- [CTIN 492L Experimental Game Topics](#) Units: 4
- [CTWR 410L Character Development and Storytelling for Games](#) Units: 4
- [HIST 380 American Popular Culture](#) Units: 4
- [IML 466 Digital Studies Symposium](#) Units: 2
- [JOUR 381 Entertainment, Business and Media in Today's Society](#) Units: 4
- [THTR 395m Drama as Human Relations](#) Units: 4
- [THTR 403 The Performing Arts](#) Units: 4
- [THTR 405m Performing Identities](#) Units: 4
- [THTR 406 Theatre on the Edge](#) Units: 4

- [THTR 488mw Theatre in the Community](#) Units: 4

Additional Requirements

Grade Point Average Requirement

A minimum grade of C (2.0) in each course is required. A grade of C- (1.7) or lower does not fulfill a minor requirement.
