

GAME PROGRAMMING MINOR (M)

The Game Programming minor in Computer Science strives to introduce the student to the tools and techniques commonly used in the game programming industry. Physics engines, blended animations, lighting, and game object scripting are all heavily represented. Various 2D and 3D game genres are also discussed and implemented.

Curriculum

Code	Title	Hours
Required Courses		
CSC 200	Coding I- Fundamentals ¹	3
CSC 210	Animation I	3
CSC 250	Coding II - Algorithms	3
CSC 300	Coding III- Data Structures	3
CSC 315	Animation II	3
CSC 370	Software Engineering	3
Total Hours		18

¹ Students should consider taking CSC 150 to satisfy the Core Mathematics requirement since CSC 150 is the pre-requisite for CSC 200.