GAME DEVELOPMENT MINOR

Program Mission

The game development minor at the University of Charleston provides students with a focused computer program development experience. It is intended to be an entry level experience in the realm of game design and provides students with many of the fundamentals of computer science. This minor targets students from all disciplines requiring no previous programming experience.

Program Overview

The minor provides a foundation in the study of game development with a focus on content and systems design, Unity, and C# programming. Students will have the opportunity to sit for the Unity Certified User, Unity Certified Associate, and Unity Certified Programmer certificates. Open to all majors.

PLOs (Program Learning Outcomes)

The graduate will:

1. Apply knowledge of computational theory to analyze problems in game development and identify and define the resources and requirements needed for their solution.
2. Employ current techniques, skills, and tools necessary for practice, and recognize the need for continuing professional development.
3. Identify professional, ethical, legal, and security issues and responsibilities associated with game development.
4. Perform successfully on teams to accomplish a common goal and communicate game development concepts effectively in written and oral forms.

Courses Game Development Minor (21 hours) Required

COSC 100 Introduction to Applied Computer Science	3
GAME 101 Introduction to Games	3
GAME 102 Content & Systems Design	3
GAME 201 Unity I: Working with Unity	3
COSC 200 Applied Computer Science	3
GAME 300 C# Programming	3
GAME 301 Unity II: Advanced Unity Programming	3
Total Hours	21