

Games + Simulation Minor

For information, please contact the Department of Emerging Technology in Business + Design, 262 McVey Data Science Building, 513-529-1637, or visit <http://aims.miamioh.edu>.

The Games + Simulation Minor includes a collaborative series of courses between the Department of Emerging Technology in Business + Design and the Art and Computer Science departments. The minor introduces the foundations of game design and implementation, beginning with required coursework in the three developmental areas: game art, game design, and game development. Electives within the minor allow students to explore their particular game interest in greater depth.

Program Requirements

(19 semester hours)

Code	Title	Credit Hours
Foundation		7
IMS 111	Introduction to Game Careers	
IMS 211	Introduction to Game Studies	
IMS 212	Introduction to Game Design	
Focus (choose four of the following courses)		12
IMS 213	Introduction to Game Development	
IMS/ART 215	3D Digital Sculpting	
IMS 225	Games and Learning	
IMS 317	Writing for Games	
IMS 319	Foundations in Digital 3-D Modeling and Animation	
IMS 453	Indie Game Development I	
IMS 454	Indie Game Development II	
CSE 251	Introduction to Game Programming (not open to CSE majors)	
Total Credit Hours		19