

GAME DESIGN - MINOR

Regional College

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www.kent.edu/regional-college

Description

The Game Design minor is for students who want to learn and enhance their ability to create 2D and 3D games and who want to focus on the modeling and game environment design perspective. Students will create 2D and 3D games by learning the essentials of modeling, texturing, lighting, sculpting environments and communicating ideas with other designers.

Fully Offered At:

- Kent Campus
- Stark Campus
- Tuscarawas Campus

Admission Requirements

Admission to a minor is open to students declared in a bachelor's degree, the A.A.B. or A.A.S. degree or the A.T.S. degree (not Individualized Program major). Students declared only in the A.A. or A.S. degree or the A.T.S. degree in Individualized Program may not declare a minor. Students may not pursue a minor and a major in the same discipline.

Program Requirements

Minor Requirements

Code	Title	Credit Hours
Minor Requirements		
MAGC 12000	TWO-DIMENSION GRAPHICS	3
MAGC 12001	MODELING AND TEXTURING I	3
MAGC 22004	MODELING TEXTURING II	3
MAGC 22005	MULTIMEDIA AND GAME DESIGN	3
MAGC 22010	DIGITAL SCULPTING	3
MAGC 33010	COMPETITIVE GAMING	3
or MAGC 33030	GAMES FOR EDUCATION	
MAGC 34005	ENVIRONMENTAL GAME DESIGN	3
Minimum Total Credit Hours:		21

Graduation Requirement

Minimum Minor GPA

2.000

- Minimum 6 credit hours in the minor must be upper-division coursework (30000 and 40000 level).
- Minimum 6 credit hours in the minor must be outside of the course requirements for any major or other minor the student is pursuing.
- Minimum 50 percent of the total credit hours for the minor must be taken at Kent State (in residence).