

GAME DESIGN - MINOR

College of Applied and Technical Studies
www.kent.edu/cats

About This Program

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.

Contact Information

- **Lori Bears** | lbears@kent.edu | 330-308-7438
Chris Totten | ctotten@kent.edu | 330-308-7567
- Speak with an Advisor
 - Kent Campus
 - Stark Campus
 - Tuscarawas Campus

Program Delivery

- **Delivery:**
 - In person
- **Location:**
 - 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		
AGD 12000	TWO DIMENSION GRAPHICS	3
AGD 12001	MODELING AND TEXTURING I	3
AGD 22004	MODELING AND TEXTURING II	3
AGD 22005	MULTIMEDIA AND GAME DESIGN	3
AGD 22010	DIGITAL SCULPTING	3
AGD 33010	COMPETITIVE GAMING	3
or AGD 33030	GAMES FOR EDUCATION	
AGD 34005	ENVIRONMENTAL GAME DESIGN	3
Minimum Total Credit Hours:		21

Graduation Requirements

Minimum Minor GPA	Minimum Overall GPA
2.000	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).