

# GAME DESIGN - MINOR

College of the Arts  
 School of Art  
[www.kent.edu/art](http://www.kent.edu/art)

## 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 create 2D and 3D games by learning the essentials of modeling, texturing, lighting, sculpting environments and communicating ideas with other designers.

## Contact Information

- **Chris Totten** | [ctotten@kent.edu](mailto:ctotten@kent.edu) | 330-308-7567
- Speak with an Advisor
  - Kent Campus
  - Tuscarawas Campus

## Program Delivery

- **Delivery:**
  - In person
- **Location:**
  - Kent 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
<b>Minor Requirements</b>		
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 IMPACT	
AGD 34005	ENVIRONMENTAL GAME DESIGN	3

**Minimum Total Credit Hours:** 21

## Graduation Requirements

<b>Minimum Minor GPA</b>	<b>Minimum Overall GPA</b>
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).

## Program Learning Outcomes

Graduates of this minor will be able to:

1. Demonstrate current skills in two- and three-dimension modeling, animation and game design.
2. Apply design thinking to technological problems, including demonstrating familiarity with design thinking applicable to their professional work.
3. Demonstrate an understanding of the ethics (and legal issues) closely associated with fields of modeling, animation and game design.
4. Demonstrate effective communication skills – both verbally and in written form – with technical, business and design professionals, including effective communication as individuals and as part of a project team.
5. Participate in and lead multidisciplinary project teams, demonstrating theoretical and practical understanding of team dynamics.
6. Demonstrate appreciation for diverse cultures and individual differences and reflect that appreciation in their work.
7. Engage in continuous learning, as well as research and assess new ideas and information to provide the capabilities for lifelong learning.