

Game Design, Minor

Game Design Minor

Kelly Delaney, *Advisor*
 kellydel@andrew.cmu.edu
<https://ideate.cmu.edu> (<http://ideate.cmu.edu>)

Overview

Game design is an art, a craft, and a science. Students in the IDeATe *Game Design* minor will gain mastery in all three aspects through game design, development, and assessment. You will learn about the rich histories, theory, and practice of game creation taught by faculty experts, and have opportunities to collaborate across the many disciplines needed to make successful game experiences. Through coursework you will be able to realize your own unique aesthetics and voice by reflecting on your own game play and by thoughtfully critiquing the games of others. Through the minor students will be able to build a strong game design portfolio, deepen cultural sensitivities as a game designers, and expand their creative practice. In particular, you will gain skills and competencies in the following areas of game design:

- Game systems and mechanics design
- Interactive narrative and character development
- Visual and audio asset creation
- Game programming
- Interface design and user testing
- Collaboration and the iterative design process

The *Game Design* minor is offered by the Entertainment Technology Center (<https://www.etc.cmu.edu/learn/about-the-etc/>) as part of the Integrative Design, Arts and Technology (<https://ideate.cmu.edu/>) (IDeATe) network.

Curriculum

Game Design Minor Minimum of 45 Units

One Computing Course - Minimum of 9 Units

		Units
15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12
60-212	Intermediate Studio: Creative Coding	12

One IDeATe Portal Course - Minimum of 9 Units

53-322	IDeATe: Little Games/Big Stories: Indie Tabletop Roleplaying Game Studio	9
62-150	IDeATe Portal: Introduction to Media Synthesis and Analysis Sec. B Introduction to Mediascapes: 2D and 3D Spatial Environments	10

IDeATe Game Design Courses - Minimum of 27 Units

05-418	Design Educational Games	12
05-499	HCI Special Topics For sections related to Game Design	12
15-466	Computer Game Programming	12
53-325	IDeATe Special Topics in Animation: Bipodal Rigging for Animation Production	9
53-353	Understanding Game Engines	9
53-354	Principles of Lighting for Games and XR	6
53-362	Advanced Look Development: The Two Worlds of Texture	9
53-371/76-368	Role Playing Games Writing Workshop	12
53-409	Game Design	12
53-451	Research Issues in Game Development: Designing for XR	12
53-471	Game Design, Prototyping and Production	15
53-472	Advanced Game Studio	12

60-419 Advanced ETB: Game Studio

10

Additional courses as available. Please check IDeATe Courses for the options for the current and upcoming semesters.

Double-Counting

Students may double-count up to two of their *Game Design* minor courses toward requirements for other majors or minors.