

MINOR IN INTERDISCIPLINARY GAME STUDIES

About the minor

The Minor in Interdisciplinary Game Studies is a collaboration between the Department of Art (<https://academics.yzu.edu/art/>), the Dana School of Music (<https://academics.yzu.edu/dana-school-of-music/>), and CSIS (<https://academics.yzu.edu/computer-science-and-information-systems/>). Students who pursue this minor will take courses across all departments, learning a combination of different creative and technical skills. Our minor also expands students' understanding of how game studies and design can intersect with other fields and allows them to develop additional skills that complement the marketable competencies and knowledge they acquire in their majors.

Students who earn the Minor in Interdisciplinary Game Studies often pursue careers in animation, music composition, computer science, software engineering or software development, visual effects, and other similar professions.

Contact information

To learn more about our degree programs, scholarships, professional development and careers, exhibitions, faculty, and students, visit Department of Art (<https://academics.yzu.edu/art/>) or Dana School of Music (<https://academics.yzu.edu/dana-school-of-music/>) or contact us at 330.941.3625.

To schedule a personalized campus visit, contact the Cliffe College of Creative Arts (<https://academics.yzu.edu/cliffe-college-of-creative-arts/>) Program Coordinator of Admissions and Recruitment at 330.941.2346 or sawaltman@yzu.edu.

COURSE	TITLE	S.H.
ART 2691	Introduction to Digital Media	3
ART 3748	Special Topics in Studio Art	3
CSIS 1595	Fundamentals of Programming and Problem-Solving 1	2
CSIS 3737	Game Programming	3
MUIN 1561	Recording Workshop	4
MUIN 3762	Digital Sound Production	2

If any of the above are required for your major, you must find an appropriate replacement course from the list below. The replacement course(s) must be in a department different from your own.

ART 1501	Fundamentals of 2D Design	3
ART 1521	Foundation Drawing	3
CSIS 3738	Graphics and Animation for Gaming	3
CSIS 5837	Artificial Intelligence in Game Design	3