Offered by: The Department of Computer Science

Administrated by: The Department of Computer Science; 110 Gates Hall

Contact Person: Nicole Roy, 110E Gates Hall, 255-0982, nsr1@cornell.edu
Ryan Marchenese, 110F Gates Hall, 255-7741, ryan.m@cornell.edu

Eligibility: All Cornell Undergraduates*
*Students cannot apply courses offered by their major department to the 4 additional courses for the minor.

Educational Objectives: This minor is for students who anticipate that game design will have a prominent role to play in their academic and professional career.

To Apply for a Game Design Minor:

- Obtain the form Application to Certify Completion of a Minor from: http://www.cs.cornell.edu/undergrad/csmajor/usefulforms
- Obtain an official transcript from the University Registrar’s Office: https://registrar.cornell.edu/grades-transcripts/ordering-transcripts
- Attach a copy of your transcript on which you have highlighted or underlined each course used for the concentration.
- Submit the form and the transcript to the Computer Science Undergraduate office, 110 Gates Hall.

Requirements

To complete the minor, the student must take at least six (6) courses (18 credit minimum) chosen as follows:

Required Courses

CS 3152 or INFO 3152: Introduction to Computer Game Architecture/Design
CS 4152 or INFO 4152: Advanced Topics in Computer Game Architecture/Design
or CS 4154: Analytics-driven Game Design

Additional Courses - Choose four courses (outside of you major department) from the following lists:

Art
All ART classes below the 4000 level may be used for this requirement.

Computer Science
Any CS course 2000 or above that is immediately relevant to the production of computer games may count towards this requirement. This includes BUT IS NOT LIMITED TO:
CS 2110/2112: Object-Oriented Programming and Data Structures
CS 4450: Introduction to Computer Networks
CS 4620: Introduction to Computer Graphics
CS 4700: Foundations of Artificial Intelligence
CS 4740: Natural Language Processing
CS 4780: Machine Learning for Intelligent Systems
CS 5414: Distributed Computing Principles
CS 5625: Interactive Computer Graphics

Information Science
Any INFO course 2000 above that addresses digital cultures, the ethics of technology, or human-computer interaction may count towards the requirement. This includes BUT IS NOT LIMITED TO:
INFO 2450: Communication and Technology
INFO 3140: Computational Psychology
INFO 3200: New Media and Society
INFO 3450: Human-Computer Interaction Design
INFO 3561: Computing Cultures
INFO 3660: History and Theory of Digital Art
INFO 4240: Designing Technology for Social Impact
INFO 4275: Novel Interaction Techniques
INFO 4301: Ethics in New Media, Technology, and Communication
INFO 4320: Introduction to Rapid Prototyping and Physical Computing
INFO 4400: Advanced Human-Computer Interaction Design

Music
Any music class that is NOT classified as a performance class may be used for this requirement. For a list of excluded classes, see: https://music.cornell.edu/courses#performance-courses

Performing and Media Arts
Any PMA course that trains students in the techniques applicable to video or digital media production may be used for this requirement. This includes BUT IS NOT LIMITED TO:
PMA 3531: Screenwriting
PMA 3533: Screen and Story: Script Analysis
PMA 3614: Creative Character Design
PMA 3631: Project:Terrarium Imagined
PMA 3680: Sound Design
PMA 3880: Fundamentals of Directing

Psychology
Any psychology course 2000 or above that is classified as perception, cognition and development (PCD) may be used for this requirement. For a list of acceptable courses, see: https://psychology.cornell.edu/major

Other Departments
Other departments may offer courses that are directly relevant to game design. Because of the transient and/or scattered nature of these courses, those courses are typically accepted for the minor on a petition basis. Examples of classes that fall in this category are:
ARTH 3650: History and Theory of Digital Art
ASIAN 3315: Game Studies and Japan
DEA 3510: Human Factors and Inclusive Design

Academic Standards: A letter grade of C or better is required for each course in the minor.
Application to Certify Completion of a Minor
(To be submitted after all applicable coursework has been completed or in final undergraduate semester, whichever comes first.)

I. Applicant’s Information--Please supply the following:

Name: __________________________________________________ Cornell ID# ___  ___  ___  ___  ___  ___  ___

Email Address: ________________________________________________ Phone: ________________________________

Major: ___________________ College: ___________________ Graduation Date (month/year): ___ / ___

Minor applying for: ________________________________________________________________________________

Year of Cornell Courses of Study/Engineering Handbook used for verifying minor: ______________________________

II. Courses Applying to Minor--Please list each course you have taken which will apply to the program -
as described on the reverse of this form. Include the semester/year in which you completed each course,
as well as the grade and number of credits you received.

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III. Transcript—Please attach a copy of your official transcript on which you have highlighted or
underlined each of the courses listed above.

IV: Please sign below and submit this completed form to the Administrative Contact for the department
offering the minor: By signing, you certify that the information supplied on this form and transcript is accurate
and that you have completed the necessary coursework and complied with the terms of the minor program.

Student’s signature: _______________________________ Date: __________________

For use by the Administrative Contact Only:

Administrative Contact certifying: _______________________________ Date: __________________

Original-- Registrar of student’s college
Copies: Student, Undergraduate Coordinator of student’s major program, Undergraduate Coordinator of student’s
concentration program.