

# Minor in Game Design

**Offered by:** The Department of Computer Science

**Administered by:** The Department of Computer Science; 110 Gates Hall

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**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.**

Dept./Course Number	Semester/Year Completed	Credits	Grade
1 _____	_____	_____	_____
2 _____	_____	_____	_____
3 _____	_____	_____	_____
4 _____	_____	_____	_____
5 _____	_____	_____	_____
6 _____	_____	_____	_____

**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.