Minor in Game Design

Offered by: The Department of Computer Science

Administered by: The Department of Computer Science; 5th floor Rhodes Hall

Contact Person: Nicole Roy or Ryan Marchenese, 5th floor Rhodes Hall; ugrad@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:

- Once you have completed all of the courses for the minor, or are in your final semester of study and finishing up the minor, you are eligible to have your minor requirements certified by the Department of Computer Science.
- Complete the form on the second page of this document: Application to Certify Completion of a Minor. This is a fillable PDF form.
- Submit the completed Game Design Minor form to nsr1@cornell.edu and krm232@cornell.edu, via https://sft.cornell.edu/ (secure file transfer)). Minor forms must be submitted prior to graduation.

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 Computing
- INFO 4320: Introduction to Rapid Prototyping and Physical
- 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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<th>Credits</th>
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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.