

**La Roche University
Game Studies Minor PROGRAM GUIDE**

Student Name _____
I.D. Number _____

____ First Year Student
____ Change of Major

____ Transfer
____ Readmit

Unofficial Eval Completed by/date: _____

PURPOSE: The Game Studies Minor is an interdisciplinary program focused on exploring games as part of our social, cultural, and economic world. Students will take courses exploring topics in media and communication, in conjunction with elective courses in fields relevant to the study of games. The program includes courses specifically examining games and gamification from a liberal arts viewpoint and is about helping students develop a nuanced perspective on this popular form of entertainment and its relationships to life, culture and industry. The minor is not designed to prepare students to enter the games industry, though the courses may provide value to students interested in those careers. This minor is open to all majors.

REQUIREMENTS: To successfully complete the Game Studies Minor, 18 credits in the following coursework is required:

- 12 credits as listed under "Minor Requirements"
- 6 credits as listed under "Minor Electives"

	<u>Credits</u>	<u>Transfer Course #/Comments</u>
<u>MINOR REQUIREMENTS: 12 CREDITS</u>		
____ CMET1001 Human Communication	3	_____
____ CMET3002 New Media and Digital Communication Technology	3	_____
____ INQU3007 Game Studies	3	_____
____ CMET4005 Gamification	3	_____
<u>MINOR ELECTIVES: 6 CREDITS</u>		
____ PSYC1021 Intro to Psychology	3	_____
____ SOCL1021 Race, Class and Gender	3	_____
____ ENGL2040 Creative Writing	3	_____
____ ISTC3015 Human Computer Interaction	3	_____
____ CSCI1010 & CSCI1010L Programming I & Lab	4	Prerequisite: CSCI1002
OR ____ ISTC3034 Programming in Java	3	Prerequisite: ISTC1021

Total Credits Earned _____
Credits Required 18
Credits Remaining _____

Registrar's Signature _____ Date _____