

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
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.