

5. Lower and Upper-Division Electives (if any):

9 Units Required (not including pre-requisite courses)

Select three courses from the following list.

Note: Prerequisites are indicated in parentheses.

Note: If students choose among the following four courses the computer gaming minor may be completed with 24 units.

ART 315 Animation Media and Techniques (3) (ART 206)

ART 327 Communication Design Technology: Multimedia Theory and Process (3) (ART 205)

COMP 337 Survey of Computer Gaming (3)

MGT 307 Management of Organizations (3)

Courses on this list have prerequisites that may increase the number of units needed for the minor.

ART 326 Digital Media Art: 3D Computer Animation (3) (ART 206, ART 312)

ART 492 Internship (1-3) (Senior Standing, Art Program Portfolio, and consent of the instructor)

ART 494 Independent Study (1-3) (Senior Standing, Art Program Portfolio, and consent of the instructor)

COMP 350 Introduction to Software Engineering (3) (COMP 150, COMP 151, COMP 162, COMP 232, COMP 262)

COMP 425 Computer Game Programming (3) (COMP 150, COMP 151)

COMP 464 Computer Graphics I (3) (COMP 150, COMP 151, COMP 162, COMP 232, COMP 262, COMP 350, MATH 240)

COMP 469 Artificial Intelligence (3) (COMP 232, COMP 262, COMP 350, COMP 362)

COMP 492 Internship (1-3) (Upper division standing and Program approval of written proposal)

COMP 494 Independent Research (1-3) (Upper division standing and Program approval of written proposal)

MATH 437 Mathematics for Game Development (3) (MATH 137 or MATH 300)

MATH 354 Analysis of Algorithms (3) (MATH 300 and some computer programming experience)

MATH 492 Internship (1-3) (Upper division standing and Program approval of written proposal)

MATH 494 Independent Study (1-3) (Upper division standing and Program approval of written proposal)

MGT 471 Project Management (3) (MGT 307)

PSY/COMP 449 Human/Computer Interactions (3) (Programming experience or consent of instructor)

6. Additional Facilities/ Faculty/ Resources Needed to Offer the Minor (if any):

No other facilities/faculty/resources are needed beyond the CSUCI planned facilities and faculty to offer the B.A. in Art, or the B.S. Computer Science and Mathematics degrees.

7. Advisors from Mathematics, Computer Science and Art will advise the students interested in this minor.

Review and Approval:

1. Curriculum Committee Approval:

Curriculum Chair: _____ Date: _____

2. Academic Senate Approval:

Chair, Academic Senate: _____ Date: _____

3. Administration Approval:

President (or designee): _____ Date: _____

Cautionary Note about Prerequisites

The following chart shows the dependencies between the courses required for the Computer Gaming Minor. The numbers shown in second lines in the boxes indicate the number of units for the course.

The total number of units that a student will be required to take to achieve the Computer Gaming Minor will depend on their major. Computer Science, Art, and Mathematics majors will have little difficulty finding a total of 24 units to complete the Computer Gaming Minor. Computer Science students would take Art 205 and Art 206 in addition to their major courses and appropriately selected major electives. In addition to the 15 units of required Computer Gaming courses, Art majors might take Art 315, Art 326 and Art 327 as electives. Likewise, Mathematics majors can take any of the Comp and Math electives on the Computer Gaming list with little concern about additional prerequisites.

Students with other majors would have to choose their electives wisely in order to complete the Computer Gaming Minor within 24 units. For these students the options are limited. Such students might select -- along with the 15 required Computer Gaming units -- electives such as Art 315, Art 327, Comp 337 or Psy 449, each of which has either no prerequisites or prerequisites that are satisfied by the 12 units of Computer Gaming required courses. For these students (non-CS, non-Art, non-Math) choosing other electives could significantly increase the number of units required to achieve the Computer Gaming Minor.

