

Proposal for an Interdisciplinary Minor in Game Design and Development

Draft #2

Abstract:

The objective of an interdisciplinary minor in game design and development is to gain a broad experience in the many fields of game development, including teamwork, design, narrative, engineering, and art.

The reason for pursuing an interdisciplinary minor, instead of a major or the BCSA program, follows from the nature of working on a game. Incredibly diverse teams require specialized skills, so watering down a degree in computer science, for example, wouldn't give a deep enough education to an aspiring game programmer. The same goes for future game writers, artists, and producers. Having a minor allows someone with a specialty to become familiar with the intricacies of fields outside one's major, and it will give far better perspective and context to the primary field of study. Having a formal minor to accomplish this provides a good structure for study in all fields, and it would be a sign of progress toward academic recognition of the merits of interdisciplinary game design and development.

Game Development Curriculum: Total: 63-94 units

In order to complete the minor, a student must take at least one course from each category, and must take at least two courses from two categories for depth. Courses that are included on the same line only satisfy one requirement, and courses that appear multiple times can only satisfy one category. Up to one course taken in satisfaction of this minor can be double-counted toward any other minor or double major.

Design 10-12 units

05-391 Designing Human Centered Software	12 units
05-410 Human-Computer Interaction Methods	12 units
05-509 Game Design	12 units
60-424 Experimental Game Design	10 units
53-609 Game Design	12 units
53-831 Building Virtual Worlds	24 units

Narrative 9-12 units

76-260/269 Survey of Forms: Fiction/Screenwriting	9 units
76-481 Writing for Multimedia	12 units
53-608 Visual Storytelling	12 units
53-871 Dramatic Structures of Interactive Stories	12 units
53-872 Storytelling for Entertainment Technology	12 units

Engineering 12 units

05-430/431 User Interface Programming	12 units
16-362 Mobile Robot Programming Laboratory	12 units
15-462 Computer Graphics	12 units
15-464 Technical Animation	12 units
15-466 Computer Game Programming	12 units

Art 10-12 units

60-110/220 Electronic Media Studio	10 units
60-412 Interactive Art and Computational Design	10 units
Any Advanced ETB course (60-415/416/421/424, etc.)	10 units
15-465/60-414 Animation Art and Technology	12 units