Minor in Computer Game Design & Dev.

KENNESAW STATE UNIVERSITY

Catalog Year: 2025-2026   Total Credits Required: 16

Required Courses (10 credit hours)

* Denotes prerequisite which can be taken at the same time as requirement

	Prerequisites		
CSE 1321 Programming & Problem Solving I	Lecture and lab must be taken together	3	
CSE 1321L Programming & Problem Solving I Lab	Lecture and lab must be taken together	1	
CGDD 2012 Fundamentals of Game Design	None	2	
CGDD 2014 Fundamentals of Game Development	CSE 1322*	1	
CGDD 4003 Digital Media & Interaction	CGDD 3103 or CS 3305 or IT 3883	3	

Upper-Division Elective Courses (6 credit hours)

	Prerequisites		
CGDD 3103 Application Extension and Scripting	CGDD 2014	3	
CGDD 4203 Intro to Mobile & Immersive Gaming	CGDD 4003	3	
CGDD 4303 Educational & Serious Game Design	CGDD 4003	3	
CGDD 4313 Designing Online Learning Content & Env.	None	3	
CGDD 4490 Advanced Topics	Department permission	3	
Any other 3000/4000 level CGDD course.			