

# Sport and Computer Game Design Minor (SCGD) 2017-2018

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Required Courses	Credits	Prerequisites
Game 210 - Basic Game Design	3	
SPMT 201 - Introduction to Sport Management	3	
Total:	6	

## Electives-Select 4 courses (must be at least one in each discipline)

Game Design Electives	Credits	Prerequisites
GAME 230 History of Computer Game Design	3	
GAME 231 Computer Animation for Games	3	GAME 210 <sup>C</sup> and 230 <sup>C</sup>
GAME 232 Online and Mobile Gaming	3	GAME 210 <sup>C</sup> and 230 <sup>C</sup>
GAME 250 Music for Film and Video	3	
GAME 310 Game Design Studio	3	GAME 231 <sup>C</sup> and 232 <sup>C</sup>
GAME 330 Computer Game Platform Analysis	3	

Sport Management Electives	Credits	Prerequisites
SPMT 304 Sport, Culture, and Society	3	
SPMT 320 Psychology of Sport	3	
SPMT 405 Sport Venues and Events	3	SPMT 201
SPMT 412 Sport Marketing and Sales	3	SPMT 201
SPMT 420 Economics and Finance in the Sport Industry	3	SPMT 201
SPMT 455 Governance and Policy in Sport Organizations	3	SPMT 201
Total:	12	

**Total: 18 Credits**

## Academic Requirements for Completion of the Sport and Computer Game Design Minor

- At least 8 credits of this minor's coursework must be applied to the minor *only* and may not be used to fulfill requirements of the student's major, concentration, undergraduate certificate, or another minor.
- Students must earn a minimum of 2.00 GPA in minor coursework.
- 6 credits of minor coursework must be completed at Mason.

## SCGD Minor Advising Questions

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