Minor in Computer Game Design and Development

Current Progress

- Minor revisions approved by relevant committees and deans

- New course sequence and minor starting this Fall 2023

- Student engagement with current "game lab" in Solano Hall, 1000+ hrs, 100+ students

    - Three tournaments 20-40 participants each

- Collaborating with Student Affairs and IT to create new dual-use lab space for game program and Esports

- Finishing development of game.csuci.edu to display student produced works
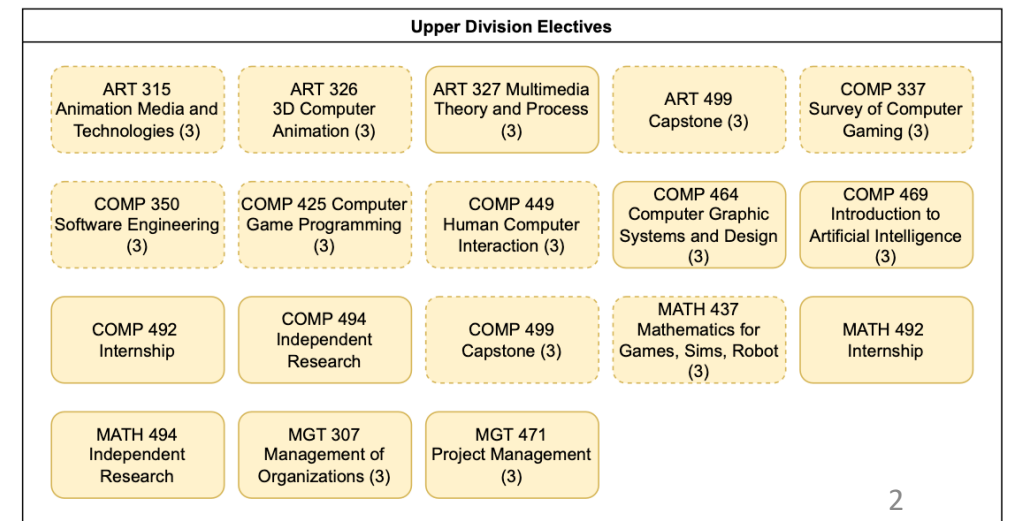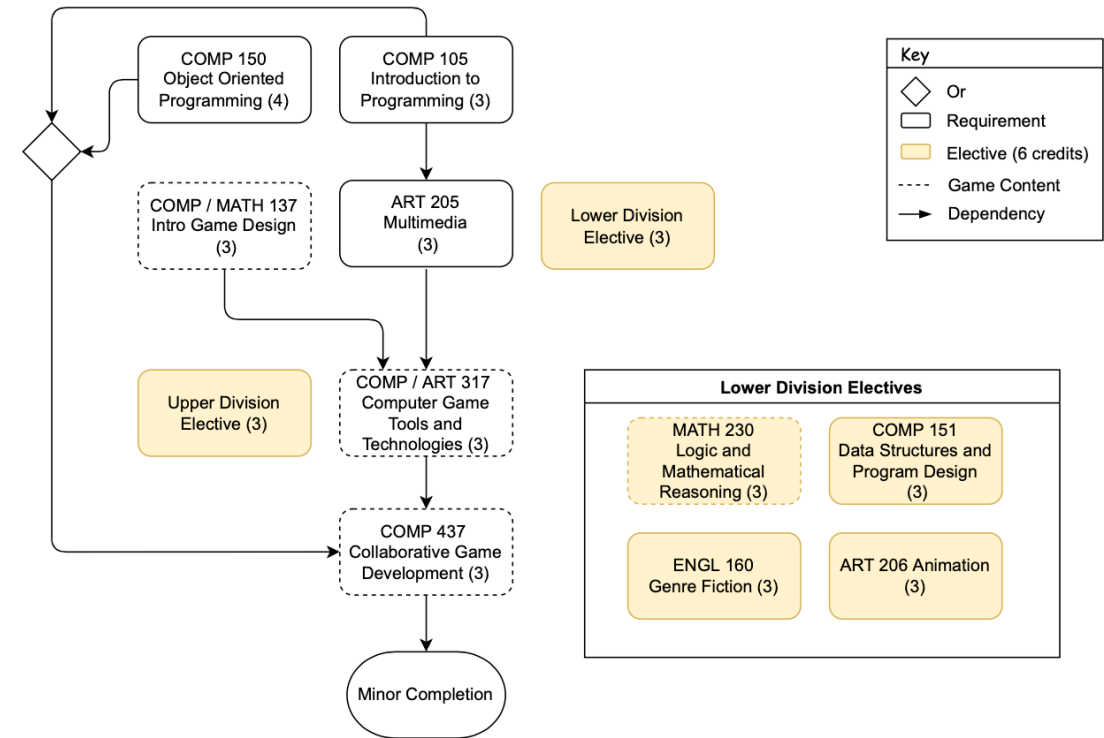
CI Minor (Accepted)

New three-course sequence

- COMP / MATH 137 Intro
- COMP / ART 317 Game Design Tools (Unity)
- COMP 437 Collaborative Game Development

Lower and upper division electives from ART, COMP, ENG, MATH, MGT

Convenient electives for COMP / ART

Gaming Minor Revision

Minor in Computer Game Design and Development

Next Steps

- Course design for new offerings
    - COMP / MATH 137 Introduction to Game Design (Fall 2023)
    - COMP 437 Collaborative Game Development (Spring 2024)

- Collaboration with ART to offer game engine training through COMP / ART 317 Computer Game Tools and Technologies

- Community outreach to local high and middle schools game development programs

- Beginning discussions of a concentration and then major in game development