

# COMPUTER GAMING MINOR

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## Contact

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## Description

The minor in computer gaming creates a focus for students interested in the practical, social, and theoretical aspects of computer/video games. The Core Requirements comprise technical and theoretical foundation courses while the Advanced Core Requirements allow students to further deepen their study of computer gaming.

## Student Learning Outcomes

1. Technical Skills - Demonstrate technical skills in Computer Gaming
2. Conceptual Skills - Demonstrate conceptual skills in Computer Gaming
3. Critical Thinking - Articulate thoughts and concepts clearly and effectively through computer gaming projects/artworks
4. Integration of Skills - Conceptualize and realize computer gaming projects/artworks
5. Collaboration Skills - Realize projects in computer gaming as part of creative teams

Code	Title	Credits
<b>Core Requirements</b>		
Select nine credits of the following:		9
CAR 101	Introduction to 3D Animation	
CAR 111	Introduction to Programming for Visual Art	
CAR 201	Intermediate 3D Animation	
CAR 230	Topics in Computer Gaming I	
CIS 425	Introduction to Computer Graphics	
ENG 146	Interpretation of New Media	
<b>Advanced Core Requirements</b>		
Select 12 credits of the following:		12
CAR 330	Topics in Computer Gaming II	
CAR 430	Computer Art Seminar	
CAR 530	Special Topics in Digital Art	
CSE 483	C# and Windows Programming	
ENG 410	Topics in Forms and Genres	
ENG 440	Topics in Theorizing History and Culture	
<b>Total Credits</b>		<b>21</b>