COMPUTER GAMING MINOR

Students desiring to minor in computer gaming must complete 20-21 semester credit hours. All courses must be passed with a "C" or better. Specific course requirements include:

Course	Title	Hours
Year 1		
COS 107	Prob Solving, Logic & Design	3
or COS 108 Principles of Computer Science I		
COS 275	Game Programming Foundation I	4
COS 300	System Design/Development	3
COS 375	Game Programming Foundation II	3
COS 385	Gaming and Computer Graphics	4
COS 475	Game Design and Development	3
	Hours	**20**
	Total Hours	**20**