

GAME DESIGN MINOR

The Game Design minor provides an exploration into the creative and technical aspects of game design. It equips students with the skills to create compelling characters, immersive worlds, and captivating stories. The curriculum incorporates animation principles and techniques to bring life into games. Students have the opportunity to produce both physical board-games and digital video-games. This minor serves as a stepping stone for careers in the game industry or for advanced studies in game design and related disciplines.

Note: to receive the minor, students must successfully complete each of the required courses.

Grade Requirements: students must earn a GPA ≥ 2.5 in minor coursework.

Required Courses

DESN 100	DRAWING FOR COMMUNICATION	5
DESN 200	VISUAL THINKING + MAKING	5
DESN 301	VISUAL STORYTELLING	5
DESN 326	INTRODUCTION TO ANIMATION	5
DESN 335	GAME DESIGN	5

Total Credits **25**

Students who earn a Game Design minor from EWU should be able to:

- learn and apply fundamental game design principles for both analog and digital games;
- create storyboards and develop narratives for analog and digital games;
- use various and appropriate software to create visual-art assets and produce animations;
- collaborate in multidisciplinary teams and practice problem-solving skill in game design and development;
- develop industry awareness and use emerging technology in game design and development.