

MINOR IN GAME DESIGN

Overview

The Department of Interactive Media offers a minor in Game Design (GAME).

The Department of Interactive Media strives to foster active learning in the design and research of technologies that improve society and people's lives. Our hands-on curriculum allows students to explore the role that interactive technologies play in communication and how they shape our world.

The minors offered by the Department of Interactive Media is designed to enable students to customize their education within a learning environment that is collaborative and conducive to the pursuit, exchange, and development of ideas and information. The curriculum also further provides students with the tools necessary to succeed in a range of careers defined by a rapidly changing technology and media landscape and equips them to best leverage interactivity, emerging technologies, and innovative developments in the field.

As a minor in the CIM department, many opportunities await you, including access to the following facilities and equipment: the Emerging Media Lab used for fabrication, board games, physical computing, and digital screen-based games; the XR Studio is used for virtual reality, volumetric captures studio and augmented reality experimentation, the User Experience (UX) Lab supports interdisciplinary research on understanding how people use information systems. The New Experience Research & Design Lab (NERDLab) is a student-faculty cooperative driven by research, development, and an enthusiasm for social impact.

More Information on our facilities and labs can be viewed at <https://interactive.miami.edu/spaces/>

The Ribeiro Innovation Fund is an endowed fund support lectures and workshops that instill creative confidence in students. It enriches the academic curriculum promoting innovation in the field of interactive media by inviting industry leaders and innovators; thus tightening the link between the Interactive Media program and industry.

Curriculum Requirements

| Code | Title | Credit Hours |
|---------------------------------------|---|--------------|
| Core | | |
| CIM 104 | Introduction to Game Studies | 3 |
| CIM 204 | Introduction to Game Design | 3 |
| CIM 444 | Designing Games for Impact | 3 |
| Choose two from the following: | | 6 |
| CIM 102 | Interaction Design | |
| CIM 203 | Intro to Creative Coding | |
| CIM 413 | Mobile Application Development | |
| CIM 423 | Building Virtual Worlds | |
| CIM 433 | Augmented Reality | |
| CIM 444 | Designing Games for Impact | |
| CIM 464 | Video Game Spectatorship and Esports | |
| CIM 474 | 2D Character Design | |
| CIM 515 | Interactive Media Business Essentials | |
| CCA 126 | Introduction to Screenwriting | |
| CCA 523 | Advanced 3D Character Design and Motion Capture | |
| STC 102 | Graphic Design for Strategic Communication ³ | |
| JMM 106 | Visual Design ³ | |
| Total Credit Hours | | 15 |

- * A minimum grade of C or higher is required for all courses taken toward the minor.
- * Students *cannot double count* any CIM courses from the Game Design minor towards the Motion Pictures major and/or minor or the Interactive Media minor.
- * Students may only take one digital design course (JMM 106 or STC 102) towards the minor.
- * Any exceptions or substitutions to the minor must be approved by the Director of the Interactive Media Program or CIM faculty advisor.