Game Studies Minor

The Game Studies minor gives students an understanding of how to communicate and understand the culture of gaming. It is one of the biggest entertainment industries and one with the most evolving technology industries and occupations from social media influencers to artificial intelligence. This minor will help prepare those who want to communicate about, or for, game companies. It is not a game development minor.

The minor requires 24 credits; 4 are required and 20 are chosen from a list of approved electives. Students who meet the prerequisites for the ARTD courses may use up to three selected ARTD courses toward the minor.

Students who want to minor in game studies should declare the minor online. You must have at least a 2.00 UO GPA to apply to the minor. SOJC majors pursuing this minor may over lap one "JCOM" course between the major and minor. Jour: Media Studies (JMS) majors should discuss the implications of this restriction with their SOJC advisor.

Game Studies Minor Requirements

Courses used to fulfill the minor requirements must be taken for a letter grade and passed with a grade of C- or better.

Code	Title	Credits
Core Course		
JCOM 280	Introduction to Studying Games	4
Select five of the following:		**20**
ARTD 252	Interactive Digital Arts	
ARTD 361	Introduction to Animation (Prerequisite: ARTD 252)	
ARTD 370	Digital Interactivity (Prerequisite: ARTD 252)	
JCOM 380	The Games Industry	
JCOM 381	Theories of Play in Media and Communication	
JCOM 382	Game Design and Critique	
JCOM 383	Understanding E-Sports	
JCOM 480	Gamification and the Media	
JCOM 481	Making the Virtual a Reality	
JCOM 482	Analog Games	
JCOM 483	(Game Journalism and Newsgames)	
Total Credits		**24**