

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 an academic game studio that focuses on projects 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 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.