

Sport and Computer Game Design Minor (SCGD) 2014-2015



Foundation Courses – Required	Credits	Prerequisites
Game 210 - Basic Game Design	3	
SPMT 201 - Introduction to Sport Management	3	
Total Foundation:	6	

Electives-Choose 4 courses (must be at least one in each discipline)	Credits	Prerequisites
GAME 230 – History of Computer Game Design	3	
GAME 231 - Computer Animation for Games	3	GAME 210 and 230
GAME 232 - Online and Mobile Gaming	3	GAME 210 and 230
GAME 250 – Music for Film and Video	3	
GAME 310 – Game Design Studio	3	GAME 231 and 232
GAME 330 – Computer Game Platform Analysis	3	GAME 310 and CS 112 , Co-req GAME 331
SPMT 304 – Sport, Culture, and Society	3	
SPMT 320 – Psychology of Sport	3	
SPMT 405 – Sport Venues and Events	3	SPMT 201 and 60 Credits
SPMT 412 – Sport Marketing and Sales	3	
SPMT 420 – Economics and Finance in the Sport Industry	3	SPMT 201 and 60 Credits
SPMT 455 – Governance and Policy in Sport Organizations	3	SPMT 201 and 60 Credits
Total Electives:	12	

Total: 18 Credits

Academic Requirements for Completion of the Sport and Computer Game Design Minor

- At least 8 credits of this minor’s coursework must be applied to the minor *only* and may not be used to fulfill requirements of the student’s major, concentration, undergraduate certificate, or another minor.
- Students must earn a minimum of 2.00 GPA in minor coursework.
- 6 credits of minor coursework must be completed at Mason.

SCGD Minor Advising Questions

Craig Esherick
 210C Bull Run Hall
 cesheric@gmu.edu
 703-993-9922