

Minor in Game Design - Music 020H

ART	1123	Computers for Creatives
MCOM	2003	Principles of Game Design
MCOM	3043	AR/VR Production

Nine (9) hours from the following:

ART	1213	Two-Dimensional Design
ART	2943	Principles of Graphic Design
ART	3303	Motion Graphics
ART	3923	Digital and Electronic Art I
AR	4923	Digital and Electronic Art II
MCOM	3023	Audio Engineering I
MCOM	4023	Audio Engineering II

Minimum Total Hours

18

Must earn three hours of upper division work at ECU toward minor to complete minor residency requirement.