PROPOSAL: Minor in Game Art

Background

The Undergraduate Studies Council of the Faculty Senate has approved the creation of a new Minor in Game Art to be offered by The Frostic School of Art in the College of Fine Arts. The Minor in Game Art focuses on creative production of interactive graphics development, including a wide range of techniques and aesthetic approaches, from handmade games, user behavior analytics, interactive visualization, sound design, 3D modeling, and user experience, augmented and virtual reality. Emphasis is placed on problem-solving, conceptual development, and effective communication towards the creation of a portfolio. This minor provides students with an opportunity to engage in creative thinking and learn more about the game design process, while developing their understanding of how gaming impacts our lives, culture, and society. This minor is offered by the new Kinetic Imaging program and is open to all students except those majoring in Kinetic Imaging.

Recommended Action

Approve the creation of a Minor in Gaming Art.