GAME DESIGN + MEDIA ARTS + ANIMATION MINOR

https://communication.northwestern.edu/academics/radio-television-film/undergraduate-programs/minor-game-media-animation.html

The minor in Game Design + Media Arts + Animation enables students to take the initial step toward a career in game design, digital interactive media arts, and animation (both 2D and 3D). This minor helps students hone their voice in the spectrum of the expressive possibilities of interactive, computational, and digital media. The sequence of courses will guide students to create a portfolio that may lead to an industry job or a graduate program. Students will develop skills for collaboration with computer programmers, installation artists, visual designers, sound designers and animators. This minor introduces students to seminal and emerging trends in game design, media arts, and animation. It will give students opportunities to create cutting-edge games and interactive art installations, understand the dynamics of game design companies and media arts studios, develop animation for games and cinematic arts, use emerging and immersive technologies to make films, design interactive objects, learn coding, and develop digital platforms for a variety of uses. The minor draws on courses offered both inside and outside of the School of Communication and is open to all Northwestern undergraduate students.

Minor Requirements (6 units)

All courses for SoC majors, minors, fields of concentration and distribution requirements must be completed with a grade of C- or higher and may not be taken P/N.

A maximum of the equivalent of 2 non-Northwestern academic units can count towards an SoC minor. RTVF majors may count a maximum of 2 courses toward both the RTVF major and the Game Design + Media Arts + Animation minor.

Selected, in any combination, from:

Course	Title
RTVF 376-0	Topics in Interactive Media (Topics in Interactive Media (all classes; recent offerings include Introductory Game Studio, Introductory 3D Modelling, Video Game Character Design, Video Game Entrepreneurship,#Filmmaking with Emerging Technologies, Alternate and VR Storytelling, Media Art Studio, Computer Code for Arts, Drawing for Media))
RTVF 360-0	Topics in Media Writing (only Writing for Video Games)
RTVF 370-0	Topics in Pre-Production (only Storyboarding & Layout and Conceptual Design)
RTVF 379-0	Topics in Film/Video/Audio Production (Video Performance & Projection Mapping, Analogue Animation)
RTVF 393-0	2D Computer Animation
RTVF 395-0	Computer Animation: 3D
RTVF 398-0	Symposium: Issues in RTVF (Video Game Theory & Criticism, Graphic Novels, Avatars and Player Characters)
COMP_SCI 376-0	Computer Game Design and Development
COMP_SCI 377-0	Game Design Studio
COMP_SCI 396-0	Special Topics in Computer Science (AI and Experimental Narrative)
COMP_SCI 397-0	Special Projects in Computer Science (Knight Lab: Studio)
JOUR 342-1	Knight Lab: Studio
ART 390-0	Studio (Drawing Humor)

Other courses also may be counted toward the minor with the approval of a Game Design + Media Arts + Animation adviser.