

The Ohio State University
College of Arts and Sciences
Department of Design, Department of English, School of Communication
Games Studies Minor (GAMESTUD-MN)

Coordinating Advisor: Gabe Tippery
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The 15-credit hour Game Studies Minor introduces students to an interdisciplinary approach to understanding what games are, how they are made, how to interpret games as critical narratives, and how to understand the roles they play in society.

Required Prerequisites (1 course; 3 CH)

1. ENGLISH 1110.xx (H)
- OR-**
- any GEN Foundation: Writing and Information Literacy course

Required Core Courses (3 courses; 9 CH)

1. ENGLISH 2463: Introduction to Video Games Analysis (3)
2. COMM 3513: Video Games and Society (3)
3. DESIGN 3104: Introduction to Game Design (3)

Elective Courses (2 courses; 6 CH)

In addition, students will select two more courses (6 credits) listed below. Students wishing to concentrate their minor on one of the four focus areas should choose courses from the same group. Some of the courses listed below may have prerequisites. Please consult the Course Catalog before enrolling.

Group A: Critique/Interpretation

ENGLISH 2367.08: The U.S. Experience: Writing About Video Games (3)
ENGLISH 3364: Special Topics in Popular Culture (when focused on games)* (3)
MUSIC 2254: Video Game Music (3)
PHILOS 2455: Philosophy and Videogames (3)

Group B: Social Analysis

COMM 3545: Human-Computer Interaction & User Experience (3)
COMM 3554: Social Implications of Communication Technology (3)
COMM 4555: Computer Interface and Human Identity (3)

Group C: Create/Engagement

DESIGN 4104: Intermediate Game Design I (3)
DESIGN 4154: Intermediate Game Design II (3)
ART 5001: Aspects of Art and Technology 1 (when focused on videogame creation)* (3)

Group D: Technical/Coding

CSE 3541: Computer Game and Animation Techniques (3)
CSE 5912: Capstone Design: Game Design and Development (3)

*Students should consult with advisors before selecting any courses marked with *, as only specific sections can be used toward the minor.

Game Studies Minor program guidelines

Credit hours required A minimum of 15 credits. 1000 level courses shall not be counted toward the 15 credit hr minimum. At least 6 credit hours must be upper-level classes as defined by the College of Arts and Sciences.

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE A student is permitted to overlap up to 6 credit hours between the GE and the minor.

Overlap with the major and additional minor(s).

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades required

- Minimum C- for a course to be listed on the minor.
- Minimum 2.00 cumulative GPA for all minor course work.
- Course work graded Pass/Non-Pass cannot count on the minor.
- No more than 3 credit hours of course work graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits No more than 3 credit hours.

Declaring the minor

Students should see their assigned academic advisor to declare the minor prior to the filing of the graduation application. Students do not need the approval of the Department of Design, the Department of English, or the School of Communication to declare the minor.

Approval of coursework

Initial Approval of Minor Coursework

Students who complete the minor following the guidelines on this sheet need only verify with their academic advisor that the minor appears complete on the degree auditing system. No approval from the Department of Design, the Department of English, or the School of Communication is required.

Approval for courses not listed on this form to apply to the minor program

Students may not request alternatives to the listed coursework for this program; all students must adhere to the guidelines and policies outlined on this form.

College of Arts and Sciences Curriculum and Assessment Services
306 Dulles Hall, 230 Annie and John Glenn Ave.
<http://artsandsciences.osu.edu>

Updated 05-18-2023 RLS

Updated 02-08-2024 RLS

Updated 05-21-2026 RLS