

The Ohio State University  
College of Arts and Sciences

Games Studies Minor (GAMESTUD-MN)

Coordinating Advisors: For students with last names beginning with A-L: Jameson Gower (gower.11@osu.edu); M-Z: Mary Katherine Ramsey (ramsey.240@osu.edu)  
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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 core courses (9 credits):**

- **English 2463:** Introduction to Video Games Analysis (Group A: Critique/Interpretation) (3)
- **Communication 3513:** Video Games and the Individual (Group B: Social Analysis) (3)
- **Design 3104:** Introduction to Game Design (Group C: Create/Engagement) (3)

**Elective courses (6 credits):**

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.

**Group A: Critique/Interpretation**

- **English 2367.08:** The U.S. Experience: Writing About Video Games (3)
- **English 4578:** Special Topics in Film (when course topic is focused on games)\* (3)
- **Music 2254:** Music of Video Games (3)
- **Philosophy 2455:** Philosophy and Videogames (3)

**Group B: Social Analysis**

- **Communication 3545:** Human Computer Interaction (3)
- **Communication 3554:** Social Implications of Communication Technology (3)
- **Communication 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 (course has prerequisites) (3)
- **CSE 5912:** Capstone Design: Game Design and Development (course has prerequisites) (3)

**Game Studies Minor program guidelines**

The following guidelines govern the Game Studies Minor.

Required for graduation No

Credit hours required A minimum of 15 credits. 1000 level courses shall not be counted toward the 15 credit hr minimum.

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.

Minor Completion Students should consult with advisors before selecting any courses marked with \*, as only specific sections can be used toward the minor. If the minor is not complete on the DAR, the student must consult with the College of Arts and Sciences Coordinating Advisor.

Filing the minor program form The minor program form must be filed at least by the time the graduation application is submitted to a college/school counselor.

Changing the minor Once the minor program is filed in the college office, any changes must be approved by the College of Arts and Sciences Coordinating Advisor.

School of Communication advisor

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