

# Digital Game Industries Minor

- A minimum grade of C- (or CR for courses offered only on a pass/fail basis) is required for all minor coursework.

The Digital Game Industries minor is open to all undergraduate majors at The University of Texas at Austin. If demand exceeds space available, the Moody College reserves the right to select students based on their academic record or a secondary application.

Acceptance into the minor does not come with preference or guarantee of a seat in any course. Course prerequisites and department restrictions are enforced.

## Total Hours Required: 15

### Requirements

Requirements are listed in the table below. Additional requirements may follow the table, so be sure to read the entire page. Some required courses listed below may also satisfy [General Education](#) requirements, including [Core Curriculum](#). Students should also review the [University's Undergraduate Minor and Certificate Requirements and Policies](#).

| Code                                                                          | Title                                                  | Hours     |
|-------------------------------------------------------------------------------|--------------------------------------------------------|-----------|
| DGI 301                                                                       | Video Games: Concept to Console                        | 3         |
| DGI 302                                                                       | Digital Game Industries                                | 3         |
| DGI 322                                                                       | Game Usability Analysis                                | 3         |
| Hours chosen from:                                                            |                                                        | 6         |
| ADV 361                                                                       | Creativity in Artificial Intelligence                  |           |
| ADV 364                                                                       | Immersive Experiences                                  |           |
| ADV 365                                                                       | Audience Development and Engagement                    |           |
| ADV 367                                                                       | Experimental Storytelling                              |           |
| AET 330C                                                                      | Business of Entertainment                              |           |
| AET 346C                                                                      | Video Game Modding                                     |           |
| DGI 370                                                                       | Advanced Topics in Digital Game Industries (any topic) |           |
| RTF 331P.4                                                                    | Video Game Culture and Criticism                       |           |
| RTF 331P.5                                                                    | Digital Media Platforms                                |           |
| RTF 331P.6                                                                    | Video Game Industry                                    |           |
| RTF 344C                                                                      | Topics in Animation (any topic)                        |           |
| RTF 344M.1                                                                    | Interactive Digital Storytelling                       |           |
| RTF 344M.3                                                                    | Introduction to Visual Effects and Motion Graphics     |           |
| RTF 344M.4                                                                    | Interactive Media and Game Development                 |           |
| RTF 344M.5                                                                    | Writing for Interactive Games and Media                |           |
| RTF 344M.6                                                                    | Introduction to 3D Animation                           |           |
| RTF 344M.8                                                                    | CGI for Film and Games                                 |           |
| RTF 344T.1                                                                    | Game Development Capstone: Two Dimensional Games       |           |
| RTF 344T.2                                                                    | Game Development Capstone: Three Dimensional Games     |           |
| <a href="#">College Requirements - Communication</a>                          |                                                        |           |
| <a href="#">Undergraduate Minor and Certificate Requirements and Policies</a> |                                                        |           |
| <b>Total Hours</b>                                                            |                                                        | <b>15</b> |

### Additional Requirements and Policies

- Nine hours of in residence coursework and nine hours of upper-division coursework are required.
- All courses must be taken for a letter grade, unless the course is only offered on the pass/fail basis.