

SPORT AND COMPUTER GAME DESIGN MINOR

Banner Code: SCGD

SPMT 455

Governance and Policy in Sport
Organizations

Academic Advising

Phone: 703-993-5200
Email: srht@gmu.edu
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Total Credits

12

This minor is offered jointly with Computer Game Design.

It offers academic preparation in an industry that has seen rapid expansion in the sale, design, and production of sport-related games around the world. The required courses provide students with a foundational overview of the sports industry, the sport management academic discipline, and computer game design. Students can complement that knowledge with the selection of courses in these two disciplines that meet their individual interests.

Admissions & Policies

Policies

Eight credits of coursework must be unique to the minor. For policies governing all minors, see AP.5.3.4 Minors.

Requirements

Minor Requirements

Total credits: 18

Required Courses

| Code | Title | Credits |
|---------------|----------------------------------|---------|
| GAME 210 | Basic Game Design | 3 |
| SPMT 201 | Introduction to Sport Management | 3 |
| Total Credits | | 6 |

Electives

| Code | Title | Credits |
|---|-------|---------|
| Select four courses (at least one in each discipline) from the following: | | 12 |

| | |
|----------|---|
| GAME 230 | History of Computer Game Design |
| GAME 231 | Computer Animation for Games |
| GAME 232 | Online and Mobile Gaming |
| GAME 250 | Music for Film and Video |
| GAME 310 | Game Design Studio |
| GAME 330 | Computer Game Platform Analysis |
| SPMT 304 | Sport, Culture, and Society |
| SPMT 320 | Psychology of Sport |
| SPMT 405 | Sport Venues and Events |
| SPMT 412 | Sport Marketing and Sales |
| SPMT 420 | Economics and Finance in the Sport Industry |