JAX STATE
Jacksonville State University.

GAME STUDIES MINOR
Department of English

Love playing games? Dream of designing your own game? Want to hone your creativity, problem-solving, critical thinking, and collaboration skills? Thinking of joining JSU's eSports team? The Game Studies Minor is your platform for indulging your interest in gaming while simultaneously developing the skills that top industries are looking for. Designed so you can "choose your own adventure," the Game Studies minor allows you to select courses from multiple disciplines to craft an individualized learning experience.

What do you learn with a minor in Game Studies?

- Creative and analytical writing
- Multimedia design
- Collaboration and teamwork
- Critical thinking and problem solving
- Coding
- Gamification

Minor Requirements

18 HOURS REQUIRED
for this minor

All students are required to take **EH 252: Introduction to Game Studies**. They then choose between games-related courses in the following disciplines:
- Art
- Communication
- Computer Sciences
- English
- History
- Theatre
- Sports and Recreation
- And More

POTENTIAL CAREERS

A minor in Game Studies prepares you for a career both inside and outside the game design industry.

- Game Production, Development, and Design
- Programming
- Animation/VFX/Concept Art
- Biometrics and Data Analysis
- Writing for and about games
- Game Testing/Quality Control
- eSports
- Training and education

QUESTIONS?
Contact Tanya T. Sasser, Instructor (tsasser@jsu.edu)
or Dr. Raina Kostova, Department Head (rkostova@jsu.edu)

Scan here to view the required courses!