Video Game Design and Management

Design levels, gameplay, and mechanics and learn the storytelling methods used by professionals in the video game industry.

| units required for minor: | 18 |
| units required for specialization: | 10 |
| minor code: | VGDM |
| department: | ITP |

**Skills**
- Level design
- UI design
- Game mechanics
- Project management
- Usability testing

**Careers**
- Game Designer
- Tester
- Producer

**Policies**
- All minors at USC need 16 units that only meet minor requirements and do not meet any other major, minor, or GE requirement.
- All courses completed for your minor or specialization must be completed for a letter grade.
- You must earn a 2.0 minimum cumulative GPA in the courses completed for your minor or specialization.

**Minor requirements**
*Complete one of the following (4 units):*
- ITP-230x “Video Game Quality Assurance” (4 units)
- ITP-280 “Video Game Production” (4 units)

*Complete all of the following (10 units):*
- ITP-392 “Designing and Producing Video Games” (4 units) [*prerequisite: ITP-230 or ITP-280*]
- CTIN-404L “Usability Testing for Games” (2 units)
- CTIN-488 “Game Design Workshop” (4 units)

**Electives (4 units):**
- ITP-230x “Video Game Quality Assurance” (4 units)
- ITP-280 “Video Game Production” (4 units)
- ITP-491 “Level Design and Development for Video Games” (4 units) [*prerequisite: ITP-230 or ITP-280*]

**Specialization requirements**
*Complete one of the following (4 units):*
- ITP-230x “Video Game Quality Assurance” (4 units)
- ITP-280 “Video Game Production” (4 units)

**Electives (6 units):**
Choose from the elective options above, including ITP-392, CTIN-404L, and CTIN-488.

Updated: 02/28/19

**Contact Information**
- itpadvising@usc.edu
- itp.usc.edu
- Schedule appointment
**VIDEO GAME DESIGN AND MANAGEMENT**  
**SEQUENCING & COURSE PLAN**

**LEGEND**
- **Prerequisite**
- **Prerequisite depends on course selection**
- **1-4 Units or special notes**

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<tr>
<td>ITP-230x or ITP-280</td>
<td>ITP-392</td>
<td>CTIN-488</td>
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- **CTIN-404L**  
  Usability Testing for Games  
  2

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Make sure you consult with your major advisor about how best to incorporate the requirements for your minor with your major and general education requirements. **You must complete a pre- advisement course plan before scheduling an appointment with a minor advisor.**