

GAME DESIGN (GAME)

GAME 200 The Theory, History, and Practice of Game Design 3 Hours

In just half a century, global revenues of the video game industry have grown to exceed that of the film and music industries combined. Video games are woven into the cultural fabric of contemporary life. In fact, they exhibit their own gravity that attracts vast communities of devoted fans whose lives often revolve around gameplay. This course explores the structure and scope of the video game industry from its inception in the 1960s until today with an attention the history, culture, and theory of game design from the perspective of both those who produce and consume games. The course investigates a series of important questions. How have video games become so culturally significant and financially successful? What sorts of theoretical frameworks can we use to better understand how they affect our lives? How have game designers used narrative structures, game mechanics, and other strategies to devise immersive worlds that affect our lives in such profound ways? And, how do designers conceive, create, develop, and market a game?

Recent Term(s) Offered: None

GAME 302 Game Design and Development 3 Hours

Game Design and Development provides students with essential technical skills for integrating their creative work into game engines. This course bridges the gap between modeling, animation, environment design, and interactive development by introducing students to integrated development environments (IDEs), visual programming, and interdisciplinary collaboration. Through hands-on projects, students will learn how to navigate game engines, integrate artistic assets, and work effectively in team-based game development. GAME 302 builds on foundational animation and design courses, ensuring that students have the skills needed for game production workflows and development pipelines.

Prerequisite(s): GAME 200 with a minimum grade of C and ANIM 210 with a minimum grade of C and ANIM 220 with a minimum grade of C

Recent Term(s) Offered: None

GAME 400 Game Design & Development Capstone 3 Hours

(repeatable max of 9 hrs)

In this course, multidisciplinary teams will plan, prototype, and develop a fully functional digital game using industry-standard tools. Students will apply game design theory, user experience (UX) best practices, and production pipelines to create a portfolio-ready project. The course will culminate in a final presentation, demonstrating collaborative skills and professional-level work.

Prerequisite(s): GAME 200 with a minimum grade of C and ANIM 210 with a minimum grade of C and ANIM 220 with a minimum grade of C and UX 330 with a minimum grade of C and (CS 180 with a minimum grade of C or UX 340 with a minimum grade of C) and (CS 301 with a minimum grade of C or GAME 302 with a minimum grade of C)

Recent Term(s) Offered: None