

# GAME - Games and Game Design | Undergrad

Global Citizenship Program Knowledge Areas (....)	
ARTS	Arts Appreciation
GLBL	Global Understanding
PNW	Physical & Natural World
QL	Quantitative Literacy
ROC	Roots of Cultures
SSHB	Social Systems & Human Behavior

Global Citizenship Program Skill Areas (....)	
CRI	Critical Thinking
ETH	Ethical Reasoning
INTC	Intercultural Competence
OCOM	Oral Communication
WCOM	Written Communication
** Course fulfills two skill areas	

## GAME 1000 Analog Game Design (3)

Analog games are the foundation for all game design, even that of video and computer games. In this course, students learn game design theory via discussions and analysis of board, card, and dice games. They then put theory into practice and create their own prototypes that undergo multiple playtesting and revision cycles.

## GAME 1500 Introduction to Video Game Design (3)

This course is an introduction to the processes, principles, and tools used to design video games. Students examine the role techniques, and software employed within game studios and apply this knowledge to design their own video games. Students also learn about the psychological, sociological, and economic aspects of games and gaming. This course introduces concepts such as prototyping, playtesting, and programming. Prior video game design experience is not required.

## GAME 2100 Game Studies (3)

This course explores the role that games play in our society and what the games we play tell us about ourselves and the world around us. Students research social issues, evaluating them in terms of their impact on games and gamers (and vice versa). Their understanding of these intersections is demonstrated via team presentations and the creation of games that highlight current social issues of interest to them.

## GAME 2200 Narrative Design I (3)

This course covers the primary aspects of narrative design and game design, simulating the work professional writers perform on digital games. Emphasis is placed on integrating story and characters with game play to create the player experience. Assignments replicate the writing and design work that narrative designers perform in the game industry during both pre-production

and production cycles. Students emerge from this course with a body of portfolio-worthy work they can use to attract the interest of game companies.

## GAME 2300 Analog RPG Design (3)

In this course, students analyze published tabletop role-playing games, focusing on the game systems and mechanics that combine to deliver the player experience. Students then collaborate in teams to create tabletop role-playing games of their own design. Repeated cycles of playtesting, feedback, and revision enables students to hone their design and writing skills as well as the quality of their game.

## GAME 2400 Digital RPG Design (3)

A complimentary course to GAME 2300, this course teaches students game design documentation (GDD) fundamentals as well as the use of event-based game scripting. Students can bring analog game design work from GAME 2300 into this class and implement their designs in a game engine of their choosing. Students are also introduced to multi-platform distribution for digital RPGs (Role-Playing Games). Extensive playtesting, feedback, and revision cycles greatly improve the quality of students' games, resulting in portfolio-worthy packages of work.

## GAME 2600 Game Art (3)

This course grants students an understanding of the principles and concepts of art in game development. Students focus on the production and application of assets, and how best to utilize and apply art to a broad variety of games. **Prerequisites:** GAME 2000 and ART 1110.

## GAME 3000 Video Game Design I (3)

Building on concepts introduced in GAME 1500, students work within teams to design and develop video games using industry standard development tools. Through this process they are introduced to more advanced design technologies and team practices that will be used in subsequent video game design courses. This course introduces interface design, gameplay balancing, and artificial intelligence. **Prerequisite:** GAME 1500.

## GAME 3150 Special Topics in Game Design (1-3)

This course is designed to periodically feature topics in games and game design not covered by regularly offered courses. Topics will be dedicated to narrow aspects of the discipline, time dependent materials, or guest lectures. May be repeated for credit if content differs. **Prerequisites:** May vary with topic.

## GAME 3500 History of Video Games (3)

Students explore the history of the video game industry during this course. They work in teams to conduct research on game companies, genres, and the development of the game industry. The evolution of game genres is explored in detail. The people and events that drove the industry over the last 50+ years are identified and explained in student-led presentations.

## GAME 3650 World Design (3)

This enables students to explore the principles involved in the development of an expansive game world within an interactive video game. Students study a variety of world development techniques employed by professional game writers and designers. Students then proceed to develop unique and exciting fictional worlds. Emphasis is placed on conveying sociological and historical significance in fictional world design. **Prerequisite:** GAME 3000.

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## **GAME 3599 Independent Study (1-12)**

Independent study involves research work on a specialized subject or project, artistic work, or study of an interdisciplinary nature. In contrast with a practicum, the emphasis in an independent study is usually an individual pursuit of a specific content area. May be repeated for credit if content differs. **Prerequisites:** Permission of the instructor and filing of official form.

## **GAME 4000 Video Game Level Design (3)**

Level design is a highly specialized discipline within the video game industry. This course focuses on level design using a professional game development framework. Students learn how to build a successful interactive environment. Coursework will focus on level, theme, mood, texturing, modeling, lighting, terrain, optimization, streaming, playability, and testing. **Prerequisites:** GAME 3000.

## **GAME 4500 Video Game Design II (3)**

Building on concepts introduced in GAME 3000, students work within a professional development framework, producing games collaboratively within a team setting. Students cooperate to design playable game applications as they pursue an advanced understanding of the processes, principles, and tools of game design. This course also introduces more advanced concepts such as program performance, augmented reality (AR), and virtual reality (VR). **Prerequisites:** GAME 3000.

## **GAME 4600 Video Game Production (3)**

Video Game Production is the culmination of all a student's prior experience, focusing on the entire production process of games. Students meld the skills and knowledge gained in previous courses to design and develop a game within a collaborative environment. This course requires students to work on teams to release a game online (via digital means such as Itch or the App Store) within the 15-week course timeframe. During that time, each student-led team pitches their game concept, designs a milestone map, then develops, markets, and ultimately releases their game. As each experience is dramatically different, this course may be taken a total of three times for credit. **Prerequisite:** Permission of the instructor.

## **GAME 4620 Senior Overview (3-6)**

Students employ all the skills and knowledge gained in previous courses in the curriculum with an understanding of the production process to create a game or other exemplar of their work. Students decide upon a project with a concrete end goal in sight, design a task schedule to reach that goal within the semester, and present their progress toward that goal to the class on a weekly basis. Feedback from the instructor and classmates guides each student toward completion of their project. **Prerequisite:** Senior status within the Games and Game Design program.