MART 441 Introduction to Video Game Design

Introduction to the essentials of game design using industry-standard game engine, spreadsheets, presentation slides, photo editing, 3D modeling, and reference art to convey game design ideas and specifications. Practical application of skills learned to develop games. Grade Option (Letter Grade or Pass/No Pass). Degree Credit.

Units: 3

Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework

Recommended: Eligibility for READ 836 and ENGL 836; or ENGL 847 or ESL 400.

Transfer Credit: CSU