

MART 441 Introduction to Video Game Design

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

Transfer Credit: CSU

