

# MART 443 Game Design Fundamentals

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## **MART 443 GAME DESIGN FUNDAMENTALS**

Fundamentals of game design are examined through the theories of fun, challenge, polish, responsiveness and the emotional content of making games. Students build a board or card game and develop a game design document from initial pitch through game specifications. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

**Units:** 3

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

**Recommended:** MART 441

**Transfer Credit:** CSU

