MART 443 Game Design Fundamentals

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