MART 446 Storytelling with Games

MART 446 STORYTELLING WITH GAMES
Discussion and development of plots, character archetypes, and challenges in storytelling that provide the structure to create a unique story experience through gameplay. Examines the aesthetics of games, the designer/player contract, and the Hero's Journey. 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