

# MART 450 Collaborative Game Production

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## **MART 450 COLLABORATIVE GAME PRODUCTION**

Students use project management techniques to organize and communicate as game development prototype teams. Methods explored include Ad hoc, Waterfall, and Agile techniques. *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 445

**Transfer Credit:** CSU

