MART 450 Collaborative Game Production

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