

# MART 451 Rapid Game Development

---

## **MART 451 RAPID GAME DEVELOPMENT**

Students conceive and develop multiple games in a rapid development environment. Brainstorming, conceptualizing, and "finding the fun" of multiple game styles, polishing and adding pizzazz to the game - called JUICE. *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

