

MART 452 Advanced Game Design

MART 452 ADVANCED GAME DESIGN

In-depth exploration of enjoyable gameplay. How to use tutorials, achievements, analytics, and funnels to refine the gameplay experience based on player's experience. Designing economies and challenge ramping to avoid player burnout and turnover, and encourage engagement. *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 443

Transfer Credit: CSU

