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