CIT 131 - GAME DEVELOPMENT AND DESIGN

Course Description

Introductory course exploring the concepts of game design before building fully functional, working prototypes after learning modern game development techniques within a 2D game engine. Game design investigates topics such as objective, narrative, genre, challenge and reward. Once students have developed a solid concept, the game development portion of the class will look at how to turn that into a working reality by creating sprite sheets, artwork, audio or other game assets before adding functionality. Completed games may be published to the web or for mobile devices for testing and feedback. Group 2 course.

Credit Hours

3

Contact Hours

3

Lecture Hours

3

General Education Outcomes supported by this course

Communications - Direct, Critical Thinking - Direct

Course Learning Outcomes

Knowledge:

- Identify game design terminology and concepts.
- Describe the game production process.
- Identify industry standards including best-practice guidelines.
- Describe the structure of the game industry from past to present.

Application:

- Integrate course concepts into game design and creation.
- Develop games from idea conception to product completion.

Integration:

- Integrate knowledge of game theory, design and development into real game applications.

Human Dimension:

- Resolve issues in game development/design through self-reflection and feedback from others.

Caring - Civic Learning:

- Research game development features of interest to share with others.
- Explain the importance of improving their skills to develop their talent.

Learning How to Learn:

- Identify sites that explain game design concepts.
- Identify sites that explain game development concepts.