

GAME - CIS

GAME 1306 Design and Creation of Games 3 Credit Hours (3 Lec, 1 Lab)

Introduction to game and simulation development. Includes an overview of cultural history electronic games, survey of the major innovators, and examination of the trends and that motivate game design.

Course Type: Technical/Vocational Course

Corequisite: IMED 1333, IMED 2415

GAME 1328 Video Game Design 3 Credit Hours (3 Lec, 1 Lab)

Introduction to video game design techniques which inspire artists and non-artists. Including characters, environments, architecture, static objects, user interface, and storyboards for games. Emphasizes applying 2D design concepts.

Course Type: Technical/Vocational Course

Corequisite: IMED 1441, ITSE 2410