

COMPUTER INFO TECH (GAME)

GAME 1303 Introduction to Game Design and Development 3 Credits (2 Lec, 2 Lab)

This course is an introduction to electronic game development and game development careers. Includes examination of history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry.

Course Type: Technical

GAME 1304 Level Design 3 Credits (2 Lec, 2 Lab)

This course is an introduction to the tools and concepts used to create levels for games and simulations which incorporates level design, architecture theory, concepts of critical path and flow, balancing, play testing, and storytelling, and includes utilization of toolsets from industry titles.

Course Type: Technical

GAME 1343 Game and Simulation Programming I 3 Credits (2 Lec, 2 Lab)

This course covers game and simulation programming. It includes advanced pointer manipulation techniques and pointer applications, points and vectors, sound, and graphics. This course also includes working with Virtual Reality Engines Equipment.

Prerequisite(s): ITSE 1307 or COSC 1437 or GAME 1303 or Department Chair approval

Course Type: Technical

GAME 2332 Project Development I 3 Credits (2 Lec, 2 Lab)

This course includes skill development in an original modification based on a current game engine. It includes management of version control; development of project timelines; integration of sound, models, and animation; production of demos; and creation of original levels, characters, and content for a real-time multiplayer game. It applies skills learned in previous classes in a simulated real-world design team experience.

Course Type: Technical

GAME 2341 Game Scripting 3 Credits (2 Lec, 2 Lab)

This course covers scripting languages with emphasis on game concepts and simulations.

Prerequisite(s): GAME 1304 or Department Chair approval

Course Type: Technical

GAME 2359 Game & Simulation Group Project 3 Credits (2 Lec, 2 Lab)

This course focuses on the creation of a game and/or simulation project utilizing a team approach. It includes the integration of design, art, audio, programming, quality assurance. Includes working with Industry Partner Projects whenever available.

Prerequisite(s): GAME 2332 or Department Chair approval

Course Type: Technical