

# Game Development (GAME)

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## Courses

### **GAME 102 The Business of Games (3 Hours)**

In this course, students are introduced to the business and process of game development, from the concept document to publishing. Students will learn the stages of game development within the context of the often complex relationship between developer, publisher and retailer. The course uses a participatory format emphasizing analytical thinking and problem solving, both key skills for persons seeking a career in the game development industry. 3 hrs lecture/wk.

### **GAME 104 Introduction to Game Development (1 Hour)**

This course covers the basics of game design and production. Topics include the fundamentals of managing game development, development of a plan for a game, the game production process, the history and business of games, and the various job roles in the industry. 1hr. lecture/wk.

### **GAME 105 Beginning Game Creation (3 Hours)**

This course is designed to present the skills and to provide the hands-on experience required to create computer games utilizing game development tools that require no programming. Topics will include learning how to build games with a game development environment, the basic ideas of game design and an introduction to building 3D levels. Students should learn how to build a variety of games, include sound effects and simple animation effects in games, use simple analysis tools to evaluate games, build a 3D level, and create an original game as a term project. 3 hrs. lecture/wk.

### **GAME 120 Game Design I\* (4 Hours)**

**Prerequisites:** GAME 104 and GAME 105.

This course is designed to give people who are interested in creating games the foundations they need to create fun, engaging experiences for players. Students will learn the basics behind creating compelling and entertaining experiences for players. The four key focuses will be on fun, theme, mechanics, and essential experience. During the course students will create a complete game. 4 hrs. lecture/wk.

### **GAME 121 Game Programming I\* (4 Hours)**

**Prerequisites:** CIS 142 and GAME 104 and GAME 105.

**Corequisites:** CS 201.

This course is designed to present skills and provide hands-on experience required to create basic three-dimensional games. Typical topics will include 3D engine evaluation, differences between platforms, core game logic, proper use of external assets, and publishing. Typical tasks will include configuration and installation of 3D engines, creating several games, integration of non-programming assets, and exercises that will highlight important game programming concepts. 5 hrs. integrated lecture/lab/wk.

### **GAME 131 User-Centered Design\* (4 Hours)**

**Prerequisites:** CIS 142.

**Corequisites:** GAME 121.

This course will cover the uses of custom-built tools in game development. It will also cover how to gather the requirements for tools and build them. 3 hrs. lecture and 2 hrs. open lab/wk.

### **GAME 132 Game Level Editing\* (4 Hours)**

**Prerequisites:** GAME 105.

This course will cover how to create a prototype level, place interactive elements, and script the general gameplay and flow of the level. Upon successful completion of the course students will have created a fully playable game level. 5 hrs. integrated lecture/lab/wk.

### **GAME 134 Game World Creation\* (4 Hours)**

**Prerequisites:** GAME 105.

In this course students will study what exactly world, region, and level means to different games. Students will also create a game world, region and level during the semester using current industry tools. 4 hrs. lecture/wk.

### **GAME 136 Game Prototyping\* (4 Hours)**

**Prerequisites:** GAME 105.

This course will cover the best practices and techniques for rapidly creating prototypes. Students will learn how to focus prototyping efforts on specific game play areas and how to evaluate the success and failure of a prototype. Multiple prototypes will be created during the semester. 5 hrs. integrated lecture/lab/wk.

**GAME 180 Artificial Intelligence for Games\* (3 Hours)**

**Prerequisites:** CIS 142 and GAME 105.

Upon successful completion of this course, students should be able to deconstruct simple program scripts within a game engine illustrating introductory concepts in artificial intelligence (AI) as applied to computer games. The students will define terms and application areas in the field, and describe game representation and implementation techniques used in artificial intelligence for games. 3 hrs. lecture/wk.

**GAME 180H HON: Artificial Intelligence/Games\* (1 Hour)**

**Prerequisites:** Honors department approval.

One-credit hour honors contract is available to qualified students who have an interest in a more thorough investigation of a topic related to this subject. An honors contract may incorporate research, a paper, or project and includes individual meetings with a faculty mentor. Student must be currently enrolled in the regular section of the courses or have completed it the previous semester. Contact the Honors Program Office, COM 201, for more information.

**GAME 220 Game Design II\* (4 Hours)**

**Prerequisites:** GAME 120.

In this course students will learn how to use mechanics to create and control feedback systems, emergent gameplay, and establish game balance. This course will also cover how to handle rewards and punishment, how interface design can make or break a game, and how games can be created as sports. 4 hrs. lecture/wk.

**GAME 221 Game Programming II\* (4 Hours)**

**Prerequisites:** GAME 121.

**Corequisites:** CS 236.

This course is designed to give students a deeper understanding of 3D game programming techniques. Students will study multi-threading, networking, use of analytic software, shader basics and user-generated content systems. Students will create a 3D game using all of these techniques. 5 hrs. integrated lecture/lab/wk.

**GAME 235 Game Quality Assurance\* (2 Hours)**

**Prerequisites:** GAME 105.

In this course, students are introduced to the concepts and skills involved in testing video games. The course emphasizes the importance of testing and various methods and approaches used in game testing. This course will also cover how to correctly write up and report errors found in games. 2 hrs. lecture/wk.

**GAME 238 Serious Game Design\* (3 Hours)**

**Prerequisites:** GAME 220.

In this course, students will examine the various aspects of serious games and how games have outgrown being just a source of entertainment. Students will study educational games, training simulations, and games for change. Students will also complete a basic educational game prototype. 3 hrs. lecture/wk.

**GAME 242 Agile Game Development\* (3 Hours)**

**Prerequisites:** GAME 105 and department approval.

This course will cover the Agile software development methodology using Scrum. It will also cover how Scrum can be applied specifically to the processes used in game development. 3 hrs. lecture/wk.

**GAME 250 Game Capstone\* (4 Hours)**

**Prerequisites:** GAME 180 and GAME 220 or GAME 221 and GAME 242.

This course is designed for students to apply the foundations of game design and game programming to a significant original game. Students will work within a team to analyze a problem, develop and present a proposed game design document, build a demonstrable prototype of the game and develop a significant portion of the finished product. Students should also develop a project schedule and present progress information to the class. Students should also develop job search skills and both written and oral communication skills. 3 hrs. lecture and 2 hrs. open lab/wk.

**GAME 255 Mobile Game Programming\* (4 Hours)**

**Prerequisites:** GAME 221.

This course is designed for students who want to learn mobile device game programming. The students will learn the various limitations on mobile devices and the options available for programming them. They will create a 2D game for mobile devices. 5 hrs. integrated lecture/lab/wk.

**GAME 292 Special Topics:\* (3 Hours)**

**Prerequisites:** GAME 220 or GAME 221.

This course presents specialized topics in game development that are not available in the regularly offered curriculum. Special Topics may be repeated for credit, but only on different topics.