

CM 142 : Introduction to Video Game Design

This course offers an introduction to the fundamentals of video game and application design, development, and deployment through project-based challenges that culminate in a publishable application.

Credits 3

Lecture Hours 2

Course Outcomes

- Design and execute a coding project for publication on the public iOS/Android/PC market.
- Identify and apply good industry practices for project and time management as well as technical skill in completing coding projects.
- Communicate and collaborate in a group professional team environment.