

CM 295A : Careers in Video Game Design

This capstone course covers the basic business, legal and ethical issues related to careers in video game design. May be repeated up to 6 credits.

Credits 3

Lecture Hours 3

Designation

DA

Prerequisites

A grade of C or better or registration in CM 242, or consent of instructor.

Course Outcomes

- Describe the basic s of intellectual property law as it applies to video games.
- Produce a marketing plan for a video game.
- Identify distribution options for a video game.