

GAME/INTERACTIVE MEDIA DESIGN (GAME)

GAME 1003 Intro to Game Development

Offered: Fall.

A practical introduction to game art, design, and coding through the conception, creation, and evaluation of simple digital game(s). \$36 course fee.

GAME 2003 Digital 3-D Foundations

Offered: Spring.

Prerequisite: ART 2213.

A practical introduction to all aspects of 3D development for film and game, including modeling, texturing, animation, rigging, and rendering. \$36 course fee.

GAME 2013 Digital Audio Production

Cross-listed: MUS 2013.

An introduction to digital audio production through lectures, practical assignments, and in-class exercises. Open to students in all majors. \$45 course fee.

GAME 3013 Game Development I

Offered: Fall.

Prerequisite: GAME 1003.

This course is an introduction to the fundamentals of game design and development. \$45 course fee.

GAME 3023 Game Development II

Offered: Spring.

Prerequisite: GAME 2003 and GAME 3013.

This course is a continuation of the fundamentals of game design and development through the design and production of more complex games and utilization of game engines. \$45 course fee.

GAME 4013 Senior Game Project I

Offered: Fall.

Prerequisite: GAME 3023, GAME 4263, and GAME 4633.

Senior Game Project I is the first course of the senior capstone experience of the Game Design Major. Students will work in teams to design and develop their project in preparation for the production phase, simulating the "real world" experience of the game and interactive media industry. \$45 course fee.

GAME 4023 Senior Game Project II

Offered: Spring.

Prerequisite: GAME 4013.

Senior Game Project II is one of two capstone courses in the Game Design and Interactive Media Major. Students develop project-ready assets while working in an environment that simulates the "real world" experience of working in the game and interactive media field. \$45 course fee.

GAME 4263 3D Modeling

Offered: Spring.

Prerequisite: GAME 2003.

This course introduces the fundamentals of object and character creation using 3D modeling software such as Autodesk's Mud Box and Maya. \$45 course fee.

GAME 4633 3D Animation

Offered: Spring.

Prerequisite: GAME 2003.

This course introduces the fundamental 3D theories and principles of computer modeling and animation using software such as Autodesk's Mud Box and Maya. \$45 course fee.

GAME 4803 Game Design Theory

Offered: Fall.

Prerequisite: ART 3001.

This course will serve as an introduction to the interdisciplinary study of commercial videogames as texts, examining their cultural, educational, and social functions in contemporary settings.

GAME 4901 Professional Portfolio

Offered: Spring.

Prerequisite: GAME 4013.

The Game and Interactive Media Design course prepares the student for entry into the professional world through the development of a resume, portfolio, and the presentation of their work.