

Prepared by the Department of Business

Date of Departmental Approval: January 19, 2017

Date Approved by Curriculum and Programs: February 15, 2017

Effective: Fall 2017

1. **Course Number:** GIT160  
**Course Title:** Foundations of Game Development
2. **Description:** This course offers a thorough and insightful introduction to the game development industry. Students learn about the evolution of game development and examine content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. Game Platforms, level design, interface design, project management, serious games, game accessibility, and online applications are explored.
3. **Student Learning Outcomes:**  
Upon successful completion of this course, students are able to do the following:
  - Describe the development of the gaming industry
  - Identify game elements including genres, platforms and applications
  - Utilize player-centered elements such as marketing and interactivity
  - Create game scenarios and narrative
  - Build identity of characters and objects
  - Build a game world with interiors and exteriors
  - Develop a user interface
  - Implement level design for several levels of player
  - Build the game atmosphere by incorporating music and sound
  - Develop and execute a project plan and strategy including pre-production, production, and post-production
4. **Credits:** 3 credits
5. **Satisfies General Education Requirement:** No
6. **Prerequisites:** ENL108 (Critical Reading & Thinking) and MAT030 (Elementary Algebra) or MAT035 (Algebra for Non-STEM) or satisfactory basic skills assessment scores
7. **Semester Offered:** Fall
8. **Suggested General Guidelines for Evaluation:**  
The final grade is based on an evaluation of hands-on exercises, a midterm, an analytical paper, and a team project.
9. **General Topical Outline (optional):**