

GAME DEVELOPMENT FUNDAMENTALS 1

This course is designed to provide students with knowledge and project-based experience of fundamental gaming development concepts relating to STEM. These concepts include game design, scripting, creation of digital assets, graphic resources, animation, understanding hardware, problem solving, critical thinking, collaboration, and project management.

- Understand the relevant history of video games
- Apply communication features and game interface design
- Identify various gaming platforms and develop at least one game on one of those platforms
- Define various game genres and types
- Create and develop a game, in one of the identified game genres using the Game Design Production Cycle
- Explore careers and training in the game design and production world

