



CIT 240: Modding I

A mod can be anything from a simple game modification to new levels or even to a new game. This course examines the mod community online. The goal is to understand what it takes to make a top-notch mod. Aspiring game developers can choose from hundreds of semiformal mod groups to study. Students seek out existing mods and reviews them with a critical eye. Prerequisites: CIT 141 and CIT 142 or permission of the instructor. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Modding I will be able to:

1. Understand what a mod is
2. Understand how a mod is created
3. Understand how a mod team is organized
4. Understand what makes a good mod
5. Create a mod team using basic knowledge
6. Understand how to market a finished game in order to gain funding or find a full-time job in the game industry.
Students will utilize this understanding in later courses when they are required to create their own mod.

Credits: 3

Program: Computer Information Technology