



CIT 241: Electronic Game Development II

This course is a continuation of CIT 140 and focuses on more advanced concepts of game development and production. Students work on scripting and developing characters, as well as exploring and understanding the concepts of game shells and game engines. Prerequisite: CIT 141 and CIT 142 or permission of the instructor. Three class hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Electronic Game Development II will be able to:

1. Understand the concept of the development team and of game development.
2. Understand how to script a game and develop characters.
3. Understanding the roles involved in game development and working together to accomplish the game
4. Use simple game engines.

Credits: 3

Program: Computer Information Technology