CIT 245: Game Design on Paper

In this course, students create games on paper only. Understanding the history of paper games is a key to understanding game design. The course includes analysis of games ranging from Tic-Tac-Toe to Dungeons and Dragons. No computers are used in the course. Prerequisites: CIT 140 and ENG 101, or permission of instructor. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Game Design on Paper will be able to:

1. Be able to design a game, from scratch, on paper
2. Be able to think about and analyze games outside the computing environment
3. Have a deep understanding of what makes games fun, what keeps players interested and how to balance rules with fun.

Credits: 3
Program: Computer Information Technology