



CIT 247: Pre-Production Game Development

In this project-oriented course, students work together to design and plan the development cycle of one or more games, which they will develop cooperatively in CIT 276. Students learn to write a game proposal and to schedule development resources. Students examine various game development tools used to create all the necessary game assets. Pre or co-requisite: CIT 241 or CIT 242 and CIT 260 or permission of the instructor. Three hours of lecture per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Pre-Product Game Development will be able to:

1. Understand the structure of a game proposal
2. Understand the scheduling considerations necessary to schedule development resources
3. Understand the development cycle in creating a game
4. Work effectively as a member of a team
5. Communicate effectively within the team
6. Develop a plan for implementation the following semester

Credits: 3

Program: Computer Information Technology