



CIT 262: Advanced Game Analysis

In this course, students examine current computer and console games with a critical eye. This process solidifies their experience in mod development and game design. Students increase the depth of their understanding by continual review of a variety of games. The course also focuses on developing student awareness of the differing quality levels of games. Pre or co-requisite: CIT 245 or permission of instructor. Three class hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Advanced Game Analysis will be able to:

1. Learn constructive criticism techniques
2. Understand why some games are more popular than others
3. Understand how to improve games
4. Understand the difference between taste and technical considerations

Credits: 3

Program: Computer Information Technology