



CIT 140: Electronic Game Development I

This course is an overview of electronic game development that takes students from the conception of electronic games in the 1970s up through the next generation console and PC games of today. Students study the game design process, the research and development of the game, and prepare a game proposal. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

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

1. Understand the history of electronic games
2. Understand the basic logics and concepts of game play. .
3. Understand the business of the game industry.
4. Analyze critique, discuss and present games with appropriate terms and contexts.
5. Understand the game creation process
6. Understand writing for game development
7. Understand researching and developing games
8. Create a design document

Credits: 3

Program: Computer Information Technology