



CIT 246: Modding II

Students collaborate on a complete game level mod in this course, developing it from start to finish. The course emphasizes using an existing mod and adding and modifying elements with a focus on gameplay. Students also develop supporting materials that can be used to promote their mod. Prerequisites: CIT 240 and CIT 245 or permission of the instructor. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Modding II will be able to:

1. Understand how to create a game mod from start to finish
2. Develop a mod
3. Use an existing mod and add elements to it with a focus on gameplay.
4. Use an existing mod and alter elements in it with a focus on gameplay
5. Develop supporting materials that can be used to promote the mod that they developed

Credits: 3

Program: Computer Information Technology