

AGGP 101C : Introduction to Game Design and Creation with Programming

Introduces the student to game design with a focus on core programming concepts and common game mechanics. No prior knowledge of game development is assumed. Several hands-on game programming assignments demonstrate real-world implementations of abstract concepts. A research paper on the game industry and development topics is assigned. Each student is required to create a small game project during the last several weeks of the course.

Credits 3

Lab/Practicum/Clinical Hours 3

Lecture Hours 2

Prerequisite or Corequisite

CPET 107C, or with permission of program coordinator. In addition to listed prerequisites, students must earn grades of C or higher in each major field course and AGGP prerequisite to progress in the program.

Prerequisite Courses

CPET 107C

Co-Requisite Courses

CPET 107C