**COLLIN COLLEGE**

**COURSE SYLLABUS**

Course Information

**Course Number:** GAME 1303

**Course Title:** Introduction to Game Design and Development

**Course Description:** Introduction to electronic game development and game development careers. Includes examination of history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry. Lab required.

**Course Credit Hours:** 3

Lecture Hours: 2

Lab Hours: 4

**Prerequisite:** ARTV 1345 or consent of Instructor or Associate Dean

**Student Learning Outcomes:**

**• State-mandated Outcomes:** Upon successful completion of this course, students will:

1. Describe the history and evolution of video and computer games and game genres.
2. Identify the phases and processes involved in developing a computer game.
3. Design a simple computer game from initial concept to final design document.
4. Describe current trends in the game industry with regards to hiring practices, working conditions.

**Withdrawal Policy:** See the current *Collin Registration Guide* for last day to withdraw.

**Collin College Academic Policies:** See the current *Collin Student Handbook*

**Americans with Disabilities Act Statement:** Collin College will adhere to all applicable federal, state and local laws, regulations and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student’s responsibility to contact the ACCESS office, SCC-D140 or 972.881.5898 (V/TTD: 972.881.5950) to arrange for appropriate accommodations. See the current *Collin Student Handbook* for additional information.

Fall 2017 Rev