

Evolution of Video Game Design Technology

DMD 1063

DEGREE PROGRAM COURSE DESCRIPTIONS

This course provides a historical and critical approach to the evolution of computer and video game design from its beginnings to the present. The student will learn the history of the industry and its continuing trends. Through analysis and example the student will learn why people play games, the game interface, design cycles, game genres, game-related technology and the possible futures of the industry.

PREREQUISITES?

ENGL 0203, adequate placement score, or by meeting determined placement measures

CREDIT HOURS

3