Informatics

INFO 403  An Introduction to Top Down Video Game Design  credit: 3 hours.
The emphasis of this course is on developing an understanding of top down video game design using the various design methodologies
and tools introduced in class. Students will form small groups (4-6) and work on their own design within a selected genre (to be
determined at the beginning of the semester). Areas of focus include high level design vision, audience evaluation, User Interface
and its impact on the design, iteration of a series of design documents (high, medium and low level) and the team dynamics of
communication, critique and integration. The goal of the class is to have the small teams use the concepts and the tools taught in class
to create a complete design document that will be cataloged for later use. 3 undergraduate hours. 3 graduate hours.

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Not intended for students with Freshman class standing.