

CIT160 (GIT160) : Foundations of Game Development

This course offers a thorough and insightful introduction to the game development industry. Students learn about the evolution of game development and examine content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. Game Platforms, level design, interface design, project management, serious games, game accessibility, and online applications are explored.

Credits 3

Prerequisites

[ENL108](#) or [ESL201](#) and (MAT030 or [MAT035](#)) or satisfactory basic skills assessment scores

Semester Offered

Fall