GAME - Gaming

GAMING Courses

GAME 201T. Introduction to Game Studies. 3 Credits.
An introduction to the core concepts and methodologies that inform game design, development, and criticism. This course will provide students with a critical overview of each of these content areas and will demonstrate how their specific concerns intersect in the design, production, and reception of contemporary games. It will also teach students hands-on methodologies through which to translate these concepts into creative and critical praxis.

GAME 240. Game Criticism. 3 Credits.
This course is designed to introduce students to the major theoretical approaches and debates that comprise game studies as an academic discipline. It will teach students how to research, evaluate, analyze, and construct persuasive arguments about games and game-related artifacts.

GAME 333. Game Balance, Rules, and Mechanics. 3 Credits.
This course focuses on the complex question of how game designers produce balance through rules, mechanics, aesthetics, and other formal and informal gameplay elements. This course will provide students with an analytical framework to better understand how these elements are not only manifested in specific games, but how they work to simultaneously distinguish genres of games. More significantly, it will provide students with a practical methodology that will help them understand how to apply the insights gained through this analysis to their own games. Prerequisites: GAME 201.

GAME 450. Game Development and Design Workshop. 3 Credits.
This workshop affords upper-division students the opportunity to tackle a wide variety of advanced projects on their own recognizance. It provides students working in game design and development with practical, individualized guidance in crucial aspects of the design and development process, including ideation, research, prototyping, implementation, documentation, and playtesting. Likewise, it provides students working in game criticism with instruction in the scholarly process of identifying, researching, drafting, and revising critical arguments about games and game-related issues. Prerequisites: GAME 201.

GAME 466. World Building. 3 Credits.
An examination of world building as ludic, narrative, and spatial praxis. This course will examine how games and game-related texts create playable realities through a critical examination of historical and contemporary examples of world building across a variety of media. It will provide students practical experience with how to translate these theoretical into effective gameplay across a variety of genres of games. Prerequisites: GAME 201.

GAME 494. Entrepreneurship in Game Studies, Development, and Design. 3 Credits.
Although traditionally associated with commercial ventures, entrepreneurship encompasses a wide variety of approaches that are also relevant to the creative and critical performances that intersect in the design, production, and study of games. This course will broach the theoretical and practical questions of how entrepreneurship intersects with and is implicated in the production of game and game-based endeavors. Conceived as a studio course, it is designed to teach students a hands-on methodology through which they can translate entrepreneurial approaches into real-world outcomes. Prerequisites: GAME 201.