

MBG531 : Approaches to Game Design

Students in the Approaches to Game Design Course will use the theoretical background drawn from a wide variety of arts and sciences disciplines to define and refine their capstone game idea using techniques for fostering interactivity and playercentered game play. Students will also apply their knowledge of design frameworks, motivational strategies, decision-making, flow theory, community building, game theory, mechanics and balancing and emergent phenomena to course-related programming projects.

Credits 3

Course Length 4 weeks