

# GDV1111 : Professional Development Seminar I: Game Development

In Professional Development Seminar I: Game Development, students will build upon the Technology in the Entertainment and Media Industries course to gain an understanding of career opportunities, topics of study, and current issues in the game development industry. In addition to exploring the industry, students will learn strategies for connecting with a professional mentor. Guest speakers will provide students with insight into real-world professional experiences.

**Credits** 1

**Course Length** 4 weeks

\* This course is only offered online. It is conducted over the Full Sail Online Learning Environment – a web-based platform which employs modern multimedia technologies, requires a logon for entry, and is accessible 24 hours a day via the Internet. Completion of the course is based on participation and successful completion of assignments.