GDVC311 : 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