GDN228 : Project and Portfolio II: Game Design

The Project and Portfolio II: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use knowledge gained from previous classes to implement a game level within an approximation of a professional team environment. This hands-on application will serve to highlight studentsâ€™ abilities to exercise both their interpersonal and technical skills when working through interactive projects.

Credits 3