## GDN3251 : Game Mechanics I

In the Game Mechanics I course, students will separate complex game projects into modular parts in order to identify the designerâ€<sup>™</sup>s intent as well as the features that enable the generation of play dynamics and play aesthetics. Students will also explore the mechanics of games that are outside the popular norm to gain a more diverse perspective to inform their personal game design decisions. **Credits** 3