

GDN3311 : Level Design II

Level design heuristics drive the creation of virtual worlds. Students in Level Design II will build on the basic knowledge and benchmarks studied previously in designing levels to express these heuristics in their personal projects, using the placement of objects and other 3-D techniques to direct attention and manage player aesthetics. They will also work with gameplay metric data to continue to iterate their designs.

Credits 3

Course Length 4 weeks