

GDN338 : Project and Portfolio III: Game Design

The Project and Portfolio III: Game Design course combines hands-on learning experiences with summative and formative portfolio assessments. In this course, students will use knowledge gained from previous courses and integrate those findings to build an interactive original design that reflects sound level and systems design. They will also research external competitive games to expand their design perspective and foster their exposure to movements in the industry.

Credits 3

Course Length 4 weeks