

GDN358 : Project and Portfolio V: Game Design

The Project and Portfolio V: Game Design course combines the concepts behind the implementation of a game with fielding and incorporating data from market research. Students will work in teams to implement key features into a project. They will concurrently research these features in existing games to better understand the nuances of game design decisions. At the end of this course, students will better understand how to assess the validity of their own designs with respect to their project goals and market competition.

Credits 3