## GDN2123: Systems Design

Games are collections of systems. As such, a game designer must be able to understand how the values underlying those systems are generated and how the data interact. In Systems Design, students will use spreadsheets to record, store, and manipulate data. They will also analyze the data accessed in actual games using the tools covered in the course and then monitor how changes to those data sets affect the dynamics of play.

Credits 4

1 Full Sail University