

GDN3232 : Building Functional Groups

The Building Functional Groups course investigates the collaborative techniques and communication skills critical to today's game design teams. Functional teams are the basis of all game-development environments. Building these groups requires the understanding of the elements necessary for successful construction and the process agility to maintain them. Students will learn how to survey, develop, and employ unique, team-specific communication, decision-making, problem-solving, and conflict-resolution techniques. The objective of this course is to expose student groups to the foundational basics needed to act as functional group organizers and team members in any environment.

Credits 4