

GBE1001 : Introduction to the Gaming Industry

The Introduction to the Gaming Industry course examines the evolution of the game industry from the 1950s on, spanning early platforms and 1990s console wars to the advent of competitions and leagues, 3-D gaming, and virtual reality. Students will survey the types of gameplay, such as sports, role-play, strategy, and action, and how their titles and communities differ across many industry facets. They will also explore the departments and career roles involved in the business of gaming, monetization across business models, and esports logistics.

Credits 4