

GDM542 : Game Design

Game design is the foundation of the development process, encompassing the creation, evaluation, and refinement of the features that shape the gameplay experience. In gaming, holistic design is an advanced, intrinsically human-centered approach that ensures that all aspects of mechanics, aesthetics, narrative, and motivation work together systemically to evoke intended moods and clearly communicate the themes that express a game's meaning. Students in the Game Design course will study various disciplines to refine their approach and apply their knowledge through the creation of documentation and rapid prototypes.

Credits 3