

GDM615 : Game Production Tools

The Game Production Tools course introduces students to foundational project-management principles, techniques, theory, and practice. The curriculum extends an in-depth analysis of the best practices of project management within the game development process. Students will study how methodologies vary with respect to different studios as well as how documentation must be tailored to accommodate the many audiences surrounding the project-management process. Students will gain familiarity with a variety of tools that they will use to develop and maintain project management plans. They will also examine aspects of leadership and management theory vital to successful game, simulation, and interactive media projects.

Credits 3.5