



GAM-1 Business of Video Games (3 units)

An introduction to the field of game development. Students will explore the job market, career paths and business aspects of game development professionals. 54 hours lecture.

GAM-2 History of Video Games (3 units)

A comprehensive study of the evolution of video games, including their technological and artistic antecedents, with analysis of how video games reflect the beliefs, aspirations and values of the cultures where they flourish. Study includes gameplay experience and analysis of notable game genres, identifying significant artistic and technological innovations. 54 hours lecture. (Letter grade)

GAM-3A Game Design (3 units)

An introduction to the fundamental techniques, concepts, vocabulary, and practical application of these skills towards the discipline of game design. 54 hours lecture.

GAM-4A Game Scripting (3 units)

A first course in programming for games stressing fundamental programming principles. Covers the logic structures and design paradigms that allow for fundamental interactions in digital games. 54 hours lecture.

GAM-5A Concept Art (3 units)

Introduction to digital drawing techniques using industry standard software. Covers the usage of digital drawing hardware and drawing skills with an emphasis on creative and conceptual expression. A course in sketching, digital drawing, matte painting, and visual ideation targeted towards the video games industry. Emphasizes topics in anatomy, perspective, color, mood, shape, and context. 54 hours lecture.

GAM-6A 3D Digital Modeling (3 units)

Introduces concepts of 3D Modeling in a virtual environment. Emphasis is on the introduction of three-dimensional concepts, the use of modeling tools, and menu structures within applications of 3D design

