

ART 3170 DIGITAL GAME DESIGN

Spring 2020 TR 9-11:45am@WFAB 208



This course is an introduction to digital game development. It will explore all aspects of creating 2D digital games including game mechanics. Students will learn game design principles as they do concept art, character and story design, pre-production planning, prototyping and playtesting, all working towards creating completed 2D digital games in their individual and team projects.

Please contact the instructor, Dr. Lilly Lu, at lillylu@unomaha.edu for questions.

Notes:

1. It is open to studio art and IS&T students who have taken Art 1220 or have the equivalent digital imaging skills.
2. Students with programming skills are very welcome. However, programming skills are not required in this course.