Call for Ambitious Game Designers!

Would you like to

- Create a prototype of a professional video game for a real client?

- Strengthen your game design/art portfolio for future jobs?

- Develop a cool, game-related project based on your own creative idea?

- Have your game playtested by various players and receive their feedback?

- Acquire project management and teamwork skills?

- Collaborate with peer game designers possessing complementary specialties (programming, visual design, animation, interaction design, character design, interface design…)?

ART 4190 GAME DESIGN STUDIO
Spring 2021 Tue & Thur 2:30-5:15 pm

2D Game and Character Design by UNO Media Arts/Game Design/Art Students

This course offers advanced game designers rewarding learning experiences. By working on a real-world project/an individual proposal in team or alone, students will apply their game design skills and specialties throughout the entire game development process. This process includes goal setting, player analysis, game design, game prototyping, usability testing, playtest, finalization, distribution, and promotion.

This course is open to students who have taken Art 3140 CGI I, Art 4140 CGI II, Art 3160 Game Design as Art, Art 3170 Digital Game Design, Art 4180 Advanced Digital Game Design, or who have equivalent skills by permission of the instructor. *(IST&T students or anyone with programing skills are very welcome!)*

Please contact the instructor, Dr. Lilly Lu (lillylu@unomaha.edu), for course permission or questions.