

## Abstract

Many countries in the Caribbean seemed to be using tourism as one of their main sources of income into their countries, thought this can be effective they are missing out on other groups of people who are not being exposed to the Caribbean. The creation of games pertaining to the lifestyles of different Caribbean islands as well as the folklore. Being able to do this means that persons will have to learn to create games and no other way to do that than to go to the masses of willing participants and see what they would want within a course for game development.

## Methodology

In the case study being conducted a survey will be used to obtain the results of anticipated participants for the course. These participants will be between the ages of eighteen (18) and twenty-five (25) and willing to partake in the course

.