



5 Courses

Introduction to Game Design

Story and Narrative Development for Video Games

World Design for Video Games

Character Design for Video Games

Game Design Document: Define the Art & Concepts



Jan 1, 2023

Egor Tatarnikov

has successfully completed the online, non-credit Specialization

Game Design: Art and Concepts

Stemming from the principles of storytelling and design established in CalArts' renowned Animation programs, this Specialization lays a primary foundation for experimentation and exploration of video game design, story, character development, and winning gameplay before programming begins. These four courses emphasize the self-reliance and personal expression of the gaming artist, and encourage you to take conceptual risks and develop new modes of expression and form through gaming. In the final Capstone Project, you'll put your creative skills to work by generating an engaging game design document for a personal game project, outlining the conceptual, narrative and aesthetic elements of your game.

A handwritten signature in black ink that reads "DARIUSH DERAKHSHANI".

Dariush Derakhshani
Faculty, Character Animation
School of Film/Video

A handwritten signature in black ink that reads "THÉOTIME VAILLANT".

Théotime Vaillant
Instructor, Experimental Animation
School of Film/Video

A handwritten signature in black ink that reads "FRAN KRAUSE".

Fran Krause
Faculty, Character Animation
School of Film/Video

The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.

Verify this certificate at:

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