

## **CGDD 2012: Fundamentals of Game Design**

### **2 Credit Hours**

This course presents an overview of the history of computer games and the theory of gaming. Topics include game genres, content, patterns, playability, suspension of disbelief and immersion, storytelling, and game balance and fairness. Students are required to analyze historic and current games and must also develop an original game.

## **CGDD 2014: Fundamentals of Digital Game Development**

### **1 Credit Hours**

*Prerequisite: A grade of "B" or higher in CSE 1321 and CSE 1321L*

*Concurrent: CGDD 2012*

Students will learn to develop computer-based video games using a modern game engine and a programming language. Students are required to develop a computer-based prototype of an original game.

## **CGDD 2290: Special Topics**

### **3 Credit Hours**

Special topics selected by the CGDD Department. The course covers special topics at the intermediate level that are not in the regular course offerings.

## **CGDD 3103: Application Extension and Scripting**

### **3 Credit Hours**

*Prerequisite: CGDD 2012 and a grade of "B" or better in both CSE 1322 and CSE 1322L*

This course provides an introduction to the use and extension of applications for content creation and management. Both the theoretical as well as applied aspects of extensible application architectures and plug-ins are covered. Existing and emerging scripting languages will also be discussed extensively, and programming in these scripting languages is covered. Students will explore and utilize current applications and must create extensions to these applications.