

CGDD 4603: Production Pipeline and Asset Management

3 Credit Hours

Prerequisite: CS 4722

This course provides an in-depth exploration of the production of media content. This course covers elements of the production pipeline from concept to content generation to post production and quality assurance. Topics include asset creation and management, cost-quality tradeoffs, and phases of production. Current and emerging models of the production pipeline such as user-generated content and participation will also be discussed. A significant, team-based project is required.

CGDD 4703: Data Modeling and Simulation

3 Credit Hours

Prerequisite: STAT 2332

This course provides an introduction to modeling and simulation. Both the theoretical as well as applied aspects of simulation are covered. Topics include discrete-event simulation, states, transitions, model definition, model quality, input and output analysis, input distributions, experimental design, optimizing models, levels of model detail, cost-quality tradeoffs, verification, and validation. Students will be required to simulate a complex system which necessitates the creation of models. Students will explore and utilize a simulation API.

CGDD 4803: Studio

3 Credit Hours

Prerequisite: CGDD 4003

This course begins the studio experience and explores the application of game design and development in a structured environment; teams build applications utilizing best practices in software engineering including asset, project, configuration, and requirements management. Students in this Studio course will assume an apprentice position within their teams and learn from more senior students taking the Capstone course. This course involves weekly status, design, and development meetings.