**INTERACTIVE ENTERTAINMENT @ UPB**

**GAME DESIGN STUDENT QUESTIONAIRE**

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GRAD YEAR:\_\_2013\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

MAJOR: \_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

GAME DEV SOFTWARE SKILLS:

C#\_\_\_\_\_\_\_ \_

Game Maker \_

Stencyl\_\_\_\_ \_

Unity 3D\_\_ \_

LAND SPEED RECORD: No Idea \_

ALTITUDE RECORD: No Idea \_

FAVORITE BOOK(S): \_*\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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FAVORITE MOVIES(S) The art of getting by - back to the future - Big hero 6 - Birdman - Hunger Games \_

FAVORITE GAME(S): Counter Strike: Global Offensive - League of Legends - Middle earth: Shadows of Mordor - Assasins Creed - Tomb Raider.\_

FAVORITE FOOD(S): Pizza \_

WHY DID YOU TAKE THIS CLASS? Es un espacio, una clase en la que podemos juntar todo lo que hemos aprendemos y hemos aprendido para realizar productos.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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WHAT ARE YOUR CAREER GOALS? Profundizar en el área de game design, level design y la\_\_ programación.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

WHAT ARE YOUR FAVORITE INTERACTIVE EXPERIENCES? :

\_TNT Button.\_\_\_\_\_\_\_\_ \_

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