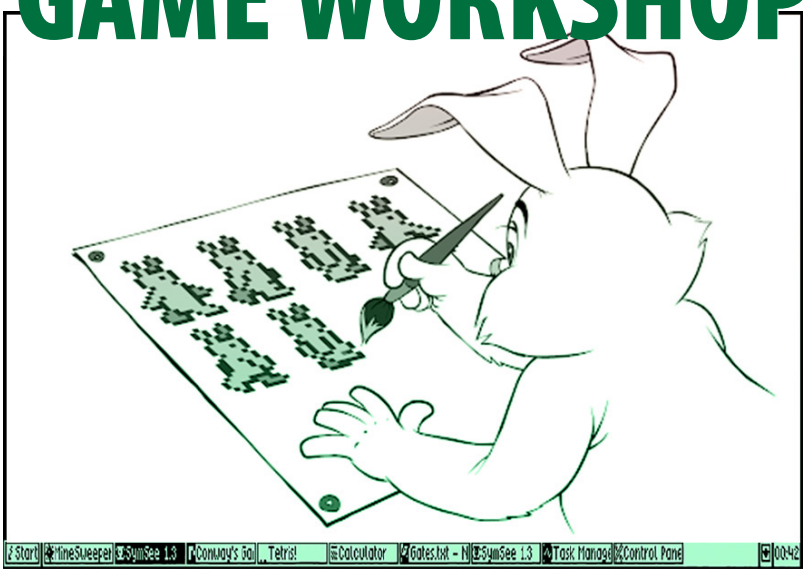
Electronic Design & Multimedia

FALL 2020

@The Robinson Center/CCNY Art Department

GAME WORKSHOP

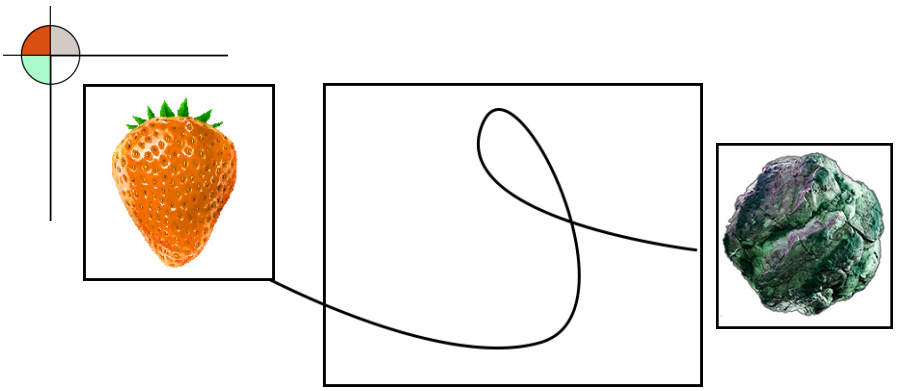


Develop 2D + 3D games

ART 39580 GAME WORKSHOP

Learn the fundamentals of game development and play design. Students work individually and collaboratively to create original 2D and 3D games. Students will learn how to use an industry-standard game engine, prototype with pen and paper, and iterate designs with play-testing. Prior experience with coding, 3D modeling, or animation OR Permission of Instructor.

39580 5EF, Friday 2-4:50 pm
Professor Stalgia Grigg

Stalgia Grigg is an artist using simulation to understand emergent change within social systems. He has exhibited work made with game development tools at Human Resources, the Hammer Museum, The Walt Disney Concert Hall, and Coaxial Arts Foundation.

CULTURE ARISES AND UNFOLDS IN AND AS PLAY