

California State University San Bernardino  
School of Computer Science and Engineering

**CSE 595 Independent Study Presentation**

**Date**

December 5, 2014

**Time**

2:45 PM - 3:00 PM

**Place**

JB 359

**Title**

Game Design Tutorials in the Unity3D Engine

**Student**

Michael Swedo

**Advisor**

Dr. Arturo Concepcion

**Abstract**

This presentation will briefly cover the tutorials Dr. Concepcion and I worked together to develop and teach this quarter in CSE440 - Game Design. The goal of the tutorials and the course was to have teams of students create game prototypes for their proposed concepts. The presentation will also include evaluations and critique from the CSE440 students who were enrolled in the course. Dr. Concepcion will use the evaluations to improve the tutorials the next time the course is offered.