



5 Courses

Introduction to Game Development

Principles of Game Design

Business of Games and Entrepreneurship

Game Development for Modern Platforms

Game Design and Development Capstone



21.09.2020

Bariş Kerem Kurt

has successfully completed the online, non-credit Specialization

Game Design and Development

The Specialization in Game Design and Development from Michigan State University covers the theoretical and practical foundations of video game production using the Unity 3D game engine. The Specialization is taught by faculty at Michigan State University with over fifty years of combined experience building games and teaching game production. Michigan State University is one of the top-rated game design and development programs in North America. In the specialization you learn to develop a game concept; prototype, test, and iterate on your concept; bring the game to market; and navigate licensing, marketing, and other business considerations.

Brian Winn, MS,
Associate Professor
Casey O'Donnell, Ph.D.,
Associate Professor

The online specialization named in this certificate may draw on material from courses taught on-campus, but the included courses are not equivalent to on-campus courses. Participation in this online specialization does not constitute enrollment at this university. This certificate does not confer a University grade, course credit or degree, and it does not verify the identity of the learner.

Verify this certificate at:
coursera.org/verify/specialization/KVPWA7F7NR4Y