5 Courses

21.09.2020

Barış 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

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