



5 Courses

Introduction to Game Design

Story and Narrative Development for Video Games

World Design for Video Games

Character Design for Video Games

Game Design Document: Define the Art & Concepts



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**Abdurrafay Bin Khurram**

has successfully completed the online, non-credit Specialization

# Game Design: Art and Concepts

Stemming from the principles of storytelling and design established in CalArts' renowned Animation programs, this Specialization lays a primary foundation for experimentation and exploration of video game design, story, character development, and winning gameplay before programming begins. These four courses emphasize the self-reliance and personal expression of the gaming artist, and encourage you to take conceptual risks and develop new modes of expression and form through gaming. In the final Capstone Project, you'll put your creative skills to work by generating an engaging game design document for a personal game project, outlining the conceptual, narrative and aesthetic elements of your game.

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.

Fran Krause  
Faculty, Character  
Animation  
School of Film/Video

Dariush Derakhshani  
Faculty, Character  
Animation  
School of Film/Video

Théotime Vaillant  
Instructor, Experimental  
Animation  
School of Film/Video

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