

# **AV: 1 Changes to be offered in the Humanities Department**

<b>CUNYFirst Course ID</b>	<b>GD 210 Game Studio</b>		
<b>FROM</b>		<b>TO</b>	
Departments			
Course		Course	
Pre or co requisite		Prerequisite	
Hours		Hours	
Credits	3-0	Credits	4.0
Description	<p>This course focuses first on introducing students to how small and large scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a group project to create a game from initial concept to final production. Over the course of the semester students are introduced to the principles of developing a project using iterative design methodologies.</p>	Description	<p>This course focuses first on contextualizing how small and large scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a capstone project, creating a game from initial concept to final production. Over the course of the semester students are provided with the opportunity to develop this long-form project using iterative design methodologies.</p>
Requirement Designation		Requirement Designation	
Liberal Arts	<input type="checkbox"/> Yes <input type="checkbox"/> No	Liberal Arts	<input type="checkbox"/> Yes <input type="checkbox"/> No
Course Attribute (e.g. Writing Intensive, Honors, etc)		Course Attribute (e.g. Writing Intensive, Honors, etc)	
Course Applicability	<p><input checked="" type="checkbox"/> Major</p> <p><input type="checkbox"/> Gen Ed Required</p> <p><input type="checkbox"/> English Composition</p>	Course Applicability	<p><input checked="" type="checkbox"/> Major</p> <p><input type="checkbox"/> Gen Ed Required</p> <p><input type="checkbox"/> English Composition</p>

	<p> <input type="checkbox"/> <b>Mathematics</b>  <input type="checkbox"/> <b>Science</b> </p> <p> <input type="checkbox"/> <b>Gen Ed Flexible</b>  <input type="checkbox"/> <b>World Cultures</b>  <input type="checkbox"/> <b>US Experience in its Diversity</b>  <input type="checkbox"/> <b>Creative Expression</b>  <input type="checkbox"/> <b>Individual and Society</b>  <input type="checkbox"/> <b>Scientific World</b> </p> <p> <input type="checkbox"/> <b>Gen Ed – College Option</b>  <b>College Option Detail</b>  <hr/> </p>		<p> <input type="checkbox"/> <b>Mathematics</b>  <input type="checkbox"/> <b>Science</b> </p> <p> <input type="checkbox"/> <b>Gen Ed Flexible</b>  <input type="checkbox"/> <b>World Cultures</b>  <input type="checkbox"/> <b>US Experience in its Diversity</b>  <input type="checkbox"/> <b>Creative Expression</b>  <input type="checkbox"/> <b>Individual and Society</b>  <input type="checkbox"/> <b>Scientific World</b> </p>
<b>EffectiveTerm</b>	Spring 2020		

**Rationale:**

**GD210 Game Studio** has served as the capstone course for the AAS Game Design program. Making the course 4 credits acknowledges the demands of the course, clearly setting expectations for students of its importance and further integrating time spent on production. In concordance with the proposed program changes, students will be able to graduate within 60 credits, instead of the current de facto 61+ credits.