

BUAD 230: History of Game Development

This course covers the history and evolution of electronic game development, focusing on technical innovations, design elements, and societal influence. The course will provide an overview of various software and hardware developments for the gaming industry, as well as examine the roles of designers, artists, programmers, and writers. Students will gain a global and historic view of the interactive entertainment field and its origins within the context of the game development process.

Offered every semester via Rize Consortium.

Credits: 3

Program: Business Administration

Semester Offered: Fall, Spring