

BUAD 231: Introduction to Game Design

This course is intended as an introduction to the fundamental principles of game creation, game design and narrative design. Students will gain an overview of the game creation process, learn how to analyze games and game elements, and gain practical experience in the first steps of game creation - proposals, storyboards and paper prototypes.

Offered every semester via Rize Consortium.

Credits: 3

Program: Business Administration

Semester Offered: Fall, Spring