

Learning Outcomes: VIST 486 – Introduction to Game Design

Relevant Careers:

- Game Play Programmer
- Games Technical Artist

Level 1 – Knowledge

- Name, describe, and understand the history of games and key game genres.

Level 2 - Comprehension

- Describe current state of the art in industry game design techniques.

Level 3 - Application

- Implement a variety of game design scenarios on a range of platforms.

Level 4 - Analysis

- Describe relationships between game genres.

Level 5 - Synthesis

- Design and manipulate game design to create mood and emotion.
- Design and manipulate gaming to optimize user experience.

Level 6 - Evaluation

- Critique gaming solutions in terms of technology and aesthetics.
- Appraise and critique game design.