

Learning Outcomes: VIST 487 – Game Development

Relevant Careers:

- Information Graphics Designer
- Games Technical Artist

Level 1 – Knowledge

- Define the aesthetic and technical aspects of game development, including story development, game play & mechanics, interface design, game content development, game programming, prototype development, play testing, and project management.

Level 2 - Comprehension

- N/A

Level 3 - Application

- N/A

Level 4 - Analysis

- N/A

Level 5 - Synthesis

- Design and develop a playable prototype of a video game.

Level 6 - Evaluation

- N/A