Course Outcome Summary

Required Program Core Course

CIS 289 – Game Design and Development Capstone

Course Information

Division	**Business Division**
Contact Hours	**4**
Total Credits	**4**

Prerequisites	**CIS 267**

Course Description

This course will guide students through the full production cycle of game design and development. Students will work through brainstorming, developing a narrative, designing and creating unique assets, programming, play testing, and presenting a final production quality game.

This course is a required core course for students pursuing an Associate of Applied Science in Game Design and Development.

Program Outcomes Addressed by this Course:

Upon successful completion of this course, students should be able to meet the program outcomes listed below:

A. Demonstrate ability to contribute to design, develop, and promote a game
B. Work effectively in teams to solve complex problems
C. Identify and Use Industry Standard Applications in Game Design and Development

Course Outcomes

In order to evidence success in this course, the students will be able to:

1. Identify and Recognize steps involved in planning, designing, testing, revising, and publication of game design and development projects
       Applies To Program Outcome
       C. Identify and Use Industry Standard Applications in Game Design and Development

2. Demonstrate and Practice the ability to plan, design, create, evaluate, modify, and publish game design and development projects
       Applies To Program Outcome
       A. Demonstrate ability to contribute to design, develop, and promote a game

3. Demonstrate and Practice the ability to effectively program, develop, troubleshoot, and critique game design and development projects
       Applies To Program Outcome
       B. Work effectively in teams to solve complex problems