

INTERACTIVE MEDIA (I M)

I M 526 - Practicum (0.0-2.0 hours)

Presentations by faculty, alumni, and other professionals in the field. Repeatable to a maximum of 2 credits.

Prerequisite: Graduate standing in the Game Design & Development program

I M 580 - Game Seminar (0.0-6.0 hours)

An exploration of issues and contemporary critical approaches to games through study and discussion. Topics might include feminism, semiotics, cultural criticism, and poststructuralism. Repeatable to a maximum of 6 credits.

Prerequisite: Graduate standing in the Game Design & Development program

I M 588 - Game Prototyping & Pre-Production (3.0-6.0 hours)

Brainstorming, concepting and prototyping of core gameplay concepts followed by a proof of concept stage fleshing out the core gameplay. Repeatable to a maximum of 12 credits.

Prerequisite: Graduate standing in the Game Design & Development program

I M 589 - Game Production (3.0-6.0 hours)

Game development within a multidisciplinary team. Project work includes advanced game design, scope control and reduction, software development, art asset creation, and game production concepts. Repeatable to a maximum of 12 credits.

Prerequisite: Graduate standing in the Game Design & Development program

I M 590 - Game Post-Production (3.0-6.0 hours)

Post production development and publication within a multidisciplinary team. Project work includes final asset integration, testing best practices, change management and final publication. Repeatable to a maximum of 12 credits.

Prerequisite: Graduate standing in the Game Design & Development program