GAME AND INTERACTIVE DESIGN (GID)

Course Descriptions

GID 101. Introduction to Game and Interactive Design. 3 Credit Hours.
Introduction to Game and Interactive Design examines the history, theory, and practice of game and interactive design, with emphasis on play as both a cultural phenomenon and a design methodology. Students explore analog and digital games and interactive media through critical analysis and introductory design activities. Topics include the evolution of games, core design principles, systems thinking, player experience, narrative and visual language, ethics, accessibility, and cultural impact. The course establishes a foundation for analyzing and communicating interactive experiences in preparation for further study in game and interactive design.
Prerequisites: Reading Proficiency