



GAME DESIGN FOUNDATIONS

GAM1510

Course Description

A game's design is the most important consideration. Simple and balanced rules contribute to the user's experience and ultimately their enjoyment. Students explore the rules and principles of game theory. Game mechanics are examined through the analysis of digital and analog games. Students practise game design iteration based on play testing and user feedback. Rules and constraints are developed to balance the player experience. Through case studies, group work and applied game design activities, students develop the knowledge to create enjoyable games with various levels of complexity.

For More Information :

