

## ATEC3351 - Game Design

[ATEC 3351](#) Game Design (3 semester credit hours) This course presents principles and techniques of interactive game design, including but not limited to game mechanics, player dynamics, social and multiplayer structures, statistics and game theory, and systems analysis. Students will work individually and in teams to create original interactive games as well as learn fundamentals of focus testing, usability testing, and critique. Course focuses on both analog and digital games. Prerequisite: [ATEC 2320](#) or [ATEC 2325](#) or [ATEC 2326](#). (0-3) Y