ATEC3352 - User Experience Design for Games

[ATEC 3352](#) User Experience Design for Games (3 semester credit hours) This course focuses on game concept and design processes prior to large-scale development, including idea generation, pre-production, game design documentation, and resource management. Course topics include but are not limited to player motivation, game elements, game dynamics, gaming history and culture, and experiential game-play design. Prerequisite: [ATEC 2320](#) or [ATEC 2325](#) or [ATEC 2326](#). (0-3) Y