ATCM4379 - Topics in Games

<u>ATCM 4379</u> Topics in Games (3 semester credit hours) Study of multidisciplinary topics in game design, development, production, and studies. Sections may be devoted exclusively to a single topic or to a variety of topics in the field. May be repeated for credit as topics vary (6 semester credit hours maximum). Department consent required. (0-3) R