

## ATCM4377 - Game Production Lab II

[ATCM 4377](#) Game Production Lab II (3 semester credit hours) This course is a continuation of the Game Production Lab I course. The course simulates the game development industry for students who have completed substantial coursework in game development and design. Students in the course develop selected original game concepts through multiple iterations and milestones, culminating in a professional-level release. Registration for this course will be based on the faculty's review of the student's portfolio. May be repeated for credit as topics vary (6 semester credit hours maximum). Department consent required. (0-3) R