

# Learn what Game Development is All About!

## Game Development Essentials

GSP 111



**This Course is required for the Web Design Certificate and Degree**

**Prerequisite: CPS 111 or CIS 105**

This course presents an overview of the game and simulation programming development process complete with an historical framework, content creation strategies, production techniques and future predictions. Lecture 2 hours per week, Lab 3 hours per week.

**January 19th – May 11th**

**Friday 1:00 PM – 3:40 PM**

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