

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.

June 12th –August 2nd

Tuesday and Thursday 6:00 PM – 8:40 PM

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