

# CSCI 421: Computer & Video Game Dev

The course will span the software domains embedded in computer and video games. Topics such as game computational infrastructure, design, engines, and motion will be presented through discussion and assignments. Game industry guest speakers will discuss software challenges and opportunities. Students completing this course will understand the software development process required to create a successful game and possess the programming expertise to create a simple game.

**Credits:** 3

**Prerequisites/Permissions:**

CSCI 354, CSCI 375

**Program:**

## Computer Science