New Course Announcement
COSC 209: Gaming II

Spring 2014

Prerequisite: COSC 109 or COSC 112

This course focuses on designing simple playable games, and exploring different aspects of game design such as rule design, game balance, multiplayer strategy, complexity, randomness, narrative, psychology, emergent behavior and aspects of physical game bit and interface design. The course will cover game design concepts through readings, presentations, play testing, and emphasize hands-on development of games.

For More Information Contact

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