

## 2021-22 ACADEMIC COURSES

### ANI 180 : INTRO TO GAME LEVEL DESIGN

In this course, students will learn to use industry standard game design software to create basic gameplay levels using premade assets. This will involve placing and editing assets and interactive triggers within a level and packaging levels properly for successful export. Throughout this course, students will develop a modular design approach that is critical for intelligent and efficient game design.

**Level I Prereq:** Academic Reading and Writing Levels of 6; ANI 150 minimum grade "C"

Description	Hours
Credits	4
Lecture Hours	60
Clinical Hours	0
Lab Hours	0
Other Hours	30
Total Hours	90

Accurate as of 10/22/2021 Information is subject to change without notice.

#### 2021-22 Class offerings by semester

Swipe left to see full chart