

2021-22 ACADEMIC COURSES

ANI 190 : HISTORY OF GAME DESIGN

In this course, students will learn about the theory of game design and its history. Using historical examples, students will study the evolution of game design, different genres of video games, and the evolution of video game-related technology.

Level I Prereq: Academic Reading and Writing Levels of 6

Description	Hours
Credits	3
Lecture Hours	45
Clinical Hours	0
Lab Hours	0
Other Hours	0
Total Hours	45

Accurate as of 03/05/2021 Information is subject to change without notice.

Class offerings by semester

Swipe left to see full chart