

## **Introduction to Game Design and Development - Course Justification**

Games are an important part of almost all human cultures. Digital games are simply the newest form of this ageless method of human interaction. The recipe for a game designer includes a dash of engineer, a teaspoon of entertainer, a cup of mathematician and/or programmer, mixed in with a hefty serving of social scientist. Whether talking about ancient games, board games, war-games, arcade games, role-playing games, or online games, the aim of game design has always been to end up with that elusive combination of challenge, competition, and interaction that most of us would simply call “fun”.

The impact of gaming has recently grown to rival the television and film industries and has certainly matured over the past several decades. A recent Internet report indicated that over 95% of American teens aged 12-17 play computer, web, console or mobile games. And a large percentage of those same teens play every day or several times a week.

Along with this interest in playing games is a growing interest in game design and development as a career. Similar to the growth of interest in screenwriting and directing that accompanied the growth in the film and television industries, imaginative thinkers are now turning to games as a creative outlet.

Degree programs in game theory, design, and programming are now available in universities all over the world. And the demand for game programmers continues to grow and positions for gaming professionals is expanding world-wide. This course provides a focus on the design and development of games and game applications, different from say a strictly-theory course like COP 4506 (Introduction to Game Theory), and can pave the way for the students who seek game-related positions in industry, as well as prepare them for more rigorous graduate-level courses in game theory, design, and development.