

Video Game Design Foundations

D. Michael Ploor



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Video Game Design Foundations provides students with a complete understanding of the technological and creative aspects of video game design in an easy-to-follow format. This "curriculum in a box" is the complete guide to immersion in the field, from beginning each game build project through completion, integration, and marketing. Simulated design teams will have the opportunity to learn all aspects of team building, including the creative, business, and technological components required to launch a new video game system. Students will participate in a simulation of a real video game design team, seeing each project from origination to fruition.

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