From the early text-based, one-player computer games, to the modern 3D games with thousands of gamers sharing the same virtual gaming world simultaneously, computer games have gone through a remarkable evolution. Nowadays, computer games concepts are used in almost any field of study, and not just for entertainment purposes. This course gives a broad overview of computer game design concepts and includes development of a computer game, without the need for any prerequisites.

Whether you want to know how the computer games you or your friends play are developed, or you want to build a vocabulary of computer gaming terminology to use in your conversations, or you want to explore the computer gaming field for potential job opportunities, or you want to take advantage of the use of computer gaming in your own field of study, this course gives you an opportunity to accomplish your goals.

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