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. Despite this evolution, principles of computer game design are not well understood. In this course we will study the broad issue of game design, particularly tailored towards computer games. We will present a conceptual model for game design and analyze various modern computer games from the perspective of this model.

Course:          SW151  
CRN:             50439  
Time:            May 19 to August 4, 2014  
Credits:         3  
Course Type:     General elective  
Students:        All are welcome!  
Pre-requisite:   None