### *GAME DESIGN – SPECIAL TOPICS*

**COURSE**:            DD 464 – Digital Design Studio III (5 credits)
**PROGRAM:**         Digital Design/School of Art + Design
**LOCATION**:         fourth year/spring term (undergraduate)
**INSTRUCTORS**:    Augustus Wendell

**DESCRIPTION**:        The final semester for the Digital Design program focuses on a studio with student-initiated projects guided by the studio critic requiring independent research in order to prepare the student for employment or graduate study in the specific sub-discipline of interest. Students interested in game design are asked to focus on a specific area of interest that will facilitate deeper study into a specific aspect of game design, from virtual and/or augmented reality to public service announcements in the form of games to detailed realistic environment design created with architectural precision.

**PROJECT**:            Students interested in game design are asked to create a working prototype of a game while concentrating on a specific aspect of game design that goes beyond the work required at the introductory level. In addition, students are encouraged to create games that address topics of social significance (e.g. sustainability/conservation).

**REQUIREMENTS**:      The requirements vary by project and are individualized for each student based on the objectives and goals of the student, and the degree of difficulty of any specific project. In general, for a full-semester project, students are expected to create a navigable environment and strategy for gameplay. In some instances, this may include a detailed investigation into a specific architectural and interior style and the construction of a physically accurate imaginary set for the game. In another instance, a game may be designed to provide messages about preservation of the environment. And yet another option is to create a virtual reality environment using currently available technology (e.g. Oculus Rift, HTC Vive).

**OBJECTIVES:**        (1) To formulate a conceptual and artistic position on topics of digital design relevant to the student concentration area (e.g. entertainment, interactive graphics). (2) To understand the pipeline of the digital design production and demonstrate an ability to effectively use it. (3) To develop a sophisticated and complex project that integrates multiple formats of digital media such as modeling, rendering, video editing, interactivity, graphic design, and/or virtual or augmented reality. (4) To link artistic and creative endeavors to topics of broader social, cultural, or intellectual reach in order to use skills learned for the public good.

**RESOURCES:**        Online tutorials for various software applications are available with a College subscription to *Pluralsight* as are instructional books and manuals in the reference section of the Littman Architecture and Design Library.