GAME DESIGN AND EXPERIENTIAL MEDIA (GEM)

GEM 100
Game Design and Experiential Media Intro to the Professions
This class introduces to game design and experiential media development as professional practice. Students work collaboratively in a studio environment to produce work through iterative design. Additionally, students explore multiple professional specializations within the broader field and develop individual plans for professional development to help guide them towards their academic and professional goals throughout the program.
Lecture: 3 **Lab:** 0 **Credits:** 3