

101-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	遊戲設計	Serial No. / ID	2847 / IMM3059
Dept.	資訊管理學系	School System / Class	大學日間部3年1班
Lecturer	吳聯鑫	Full or Part-time	兼任
Required / Credit	Optinal / 3	Graduate Class	No
Time / Place	(二)456 / B002	Language	Chinese

Introduction
<p>To cultivate all-round game design professionals, this course is planning a series of directions clear and gradually practice of teaching the game field is divided into planning, art, programming, music and Marketing</p> <p>The focus of this course focuses on digital game design talent to develop; their areas</p> <p>Plane visual, interactive media, and 2D and 3D animation design and production capabilities.</p> <p>Game development, planning, project management, and marketing of the full capacity.</p> <p>Game program, the ability to integrate interactive multimedia effects.</p>

Outline
<p>To cultivate all-round game design professionals, this course is planning a series of directions clear, step-by-step practice of teaching, the game field is divided into planning, art, programming, music and marketing.</p>

Prerequisite
<p>Programming</p> <p>Data structure</p> <p>System Analysis and Design</p> <p>Web technology</p> <p>Introduction to Digital Content</p> <p>The information society and the ethics of science and technology</p>