**Course Competency** | **Learning Outcomes**
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**Competency 1:** The student will demonstrate an understanding of game production by: | 1. Communication 3. Critical thinking
1. Creating a timeline for feature development for their Game Development Project I Game Design. 2. Creating milestones and deliverables for the game project. 3. Incorporating testing and iteration time into their game project development pipeline.

**Competency 2:** The student will demonstrate an understanding of game mechanics as story telling tools by: | 3. Critical thinking 9. Aesthetic / Creative Activities
1. Creating a game with a solid interest curve that is driven by action and events rather than dialog. 2. Creating final games that rely heavily on mechanics as metaphor.

**Competency 3:** The student will demonstrate and understanding of scope and the iteration process by: | 3. Critical thinking 9. Aesthetic / Creative Activities
1. Evaluating their grey-box prototypes and focusing on the features of the final game which can be fully realized. 2. Prioritizing feature development so that the features most important to the game’s success are developed first, while those features which are nice to have are only developed if the team has enough time.

**Competency 4:** The student will demonstrate knowledge of marketing a game product by: | 3. Critical thinking 8. Computer / Technology Usage
1. Creating a website to house the final version of their game experience. 2. Creating a comprehensive industry profile and branding package for the project 3. Creating promotional materials and marketing briefs. 4. Entering their finished game in competitions (like IGF or the STEM Video Game Challenge) 5. Creating a plan to raise funding to create a fully realized version of the final game prototype using Steam Greenlight, Kickstarter, Corporate Sponsorship, Grants, or other avenues.

**Competency 5:** The student will apply knowledge of social marketing by: | 5. Cultural / Global Perspective 8. Computer / Technology Usage
1. Developing and using social media campaign to promote the final product.

**Competency 6:** The student will create a 5-10 minute high quality game prototype by: | 3. Critical thinking 8. Computer / Technology Usage
1. Combining story, art assets, and programming into a fully realized gaming experience. 2.
| Building on and combining the prototypes developed in Game Development Project 1.  
| Creating well planned 2D or 3D environments that progress the story of the game 4.  
| Creating well planned User Interface and User Experiences. 5.  
| Play-testing and iterating on the final product. |