



## **GAME 100, Introduction to Game Project**

Instructor: Avivah Smith-Nelson

CRN: 35153 (3 credit hours)

TTH: 5:30-6:45 pm

Want to know what makes a good game? Interested in introductory game theory? Join us for an interactive class that introduces game elements and design theory. Start with evaluating board games, card games, and mind games, then move to computer games. Using some simple software, build your own simple computer game by the end of the semester! Players wanted!