

MEDIA ARTS AND GAME DEVELOPMENT (MAGD)

Courses

MAGD 150 INTRODUCTION TO MEDIA ARTS AND GAME DEVELOPMENT 3 Units

This interdisciplinary course provides an overview of the multimedia industry. Special attention is given to the study of multimedia applications, approaches, and related industry, policy, ethical and impact issues.

MAGD 210 VISUAL DESIGN FOR DIGITAL MEDIA 3 Units

This course introduces students to two-dimensional design vocabulary and practice. Students work towards technical proficiency with appropriate software to create works of art and design. The projects and coursework focus on the exploration of the elements and principles of design and their application through design process and digital production.

MAGD 220 DRAWING FOR DIGITAL MEDIA 3 Units

This course introduces students to digital drawing practice that incorporates traditional drawing skills. Students work towards technical proficiency with appropriate software to create digital drawings, illustrations, or paintings. The projects and coursework focus on the exploration of fundamental drawing skills like drawing from observation, linear perspective, tonal drawing, and concept illustration through digital production processes.

MAGD 231 GAME JAM PRACTICUM *Repeatable* 1 Units

Students will work in teams to create a video game in a condensed, 48-hour period, over a long weekend. Game Jams provide an opportunity for jammers to take a concept or idea from inception to completion, resulting in playable games. Game Jams are an international activity representative of industry practice as a way to develop skills and explore experimental ideas.

PREREQ: MAGD 150 OR MAGD 210 OR MAGD 220 OR MAGD 272 OR MUSC 452

MAGD 269 NEW MEDIA ENSEMBLE *Repeatable* 1 Units

This course is focused on the exploration and expression of a range of technologies in concert performance. Members of the ensemble will utilize a combination of computers, controllers, instruments, video, lighting, artwork, amplifiers, microphones, software, etc. in the performance of individual pieces. Members of the ensemble will create and refine expressive musical or performance instruments that can be wielded in real-time.

PREREQ: MAGD 150 OR COMM 239

MAGD 270 WEB DEVELOPMENT 3 Units

This course provides a critical and practical overview of web development as a communication tool. Students will study the function of websites, critically evaluate websites, and create websites to serve as communication vehicles. The focus will be on creating interactive experiences that are both functional and engaging.

PREREQ: MAGD 150 AND MAGD 210

MAGD 271 INTERACTIVE COMMUNICATION 3 Units

Course focuses on design and development of interactive media and games. Students develop interactive environments focused on storytelling and game-based interaction. Course explores the creation, delivery and reception of interactive communication and how good interaction ideas are developed. Work is assessed for functionality, elegance and usability.

PREREQ: MAGD 150

MAGD 272 GAME DEVELOPMENT 3 Units

Focuses on the creation of videogame projects using a modern game engine. Designed for students with competence in art, design, programming, or some combination of the three. The curriculum is a combination of short lectures, individual and group activities, tutorials, readings, discussion, and critique leading to individual and team game-building assignments.

PREREQ: (MAGD 150 AND MAGD 210) OR ((COMPSCI 174 OR COMPSCI 172) AND JUNIOR STATUS)

MAGD 372 INTERMEDIATE GAME DEVELOPMENT 3 Units

This Intermediate-level game development course introduces advanced concepts in game design and development. Through the conceptualization and execution of innovative design goals, students will complete a polished game project. Course topics will include concept ideation, design and development patterns, digital prototyping, interface design, usability testing, collaborative teamwork, project scoping, 3D specific workflow and incorporation of 3D models, materials, textures, shaders, animations, and virtual and augmented reality.

PREREQ: MAGD 272

MAGD 487 MEDIA ARTS CAPSTONE - PORTFOLIO DEVELOPMENT 3 Units

As the culmination of the MAGD sequence, students will build a working portfolio that demonstrates their skills. Students will implement the knowledge they have acquired individually in courses in the MAGD sequence to create their portfolio, develop their skills, and learn how to work in groups.

PREREQ: MAGD 150 AND MAGD 210 AND MAGD 220 AND MAGD 270 AND MAGD 271; AND 12 ADDITIONAL CREDITS IN THE MAJOR; AND DEPARTMENT CONSENT OR SENIOR STATUS

MAGD 488 MEDIA ARTS AND GAME DEVELOPMENT TEAM PROJECTS *Repeatable* 3 Units

Students will plan, pitch, and develop team projects. Projects will undergo several rounds of usability testing and have been assessed by the clients for whom they were developed. Marketing and commercial development of projects will be discussed and students will be encouraged to move completed work out of the university setting.

PREREQ: MAGD 150 AND MAGD 210 AND MAGD 220; AND TWO OF THE FOLLOWING (MAGD 270, MAGD 271, AND MAGD 272); AND DEPARTMENT CONSENT OR SENIOR STATUS

MAGD 489 SOUND DESIGN FOR ADVANCED MAGD TEAM PROJECTS *Repeatable* 3 Units

In conjunction with students in MAGD 488, students will plan, pitch, and develop team projects that include the use of sound and/or music. Projects will undergo several rounds of usability testing and have been assessed by the clients for whom they were developed. Marketing and commercial development of projects will be discussed and students will be encouraged to move completed work out of the university setting.

PREREQ: (THREE OF THE FOLLOWING: COMM 239, COMM 259, COMM 339, COMM 346, MAGD 231, MAGD 269, MUSC 346, MUSC 452) OR INSTRUCTOR CONSENT

MAGD 490 WORKSHOP *Repeatable* 1 Units

Variable Topics

MAGD 491 TRAVEL STUDY *Repeatable* 1-3 Units

Variable topics. Faculty-led courses abroad. Repeatable

MAGD 492 FIELD STUDY *Repeatable* 1-3 Units

MAGD 497 EXCHANGE STUDY *Repeatable* 1-12 Units

Variable topics.

MAGD 498 INDEPENDENT STUDIES *Repeatable* 1-6 Units

Study of a selected topic or topics under the direction of a faculty member. Repeatable for a maximum of six credits in major/degree.