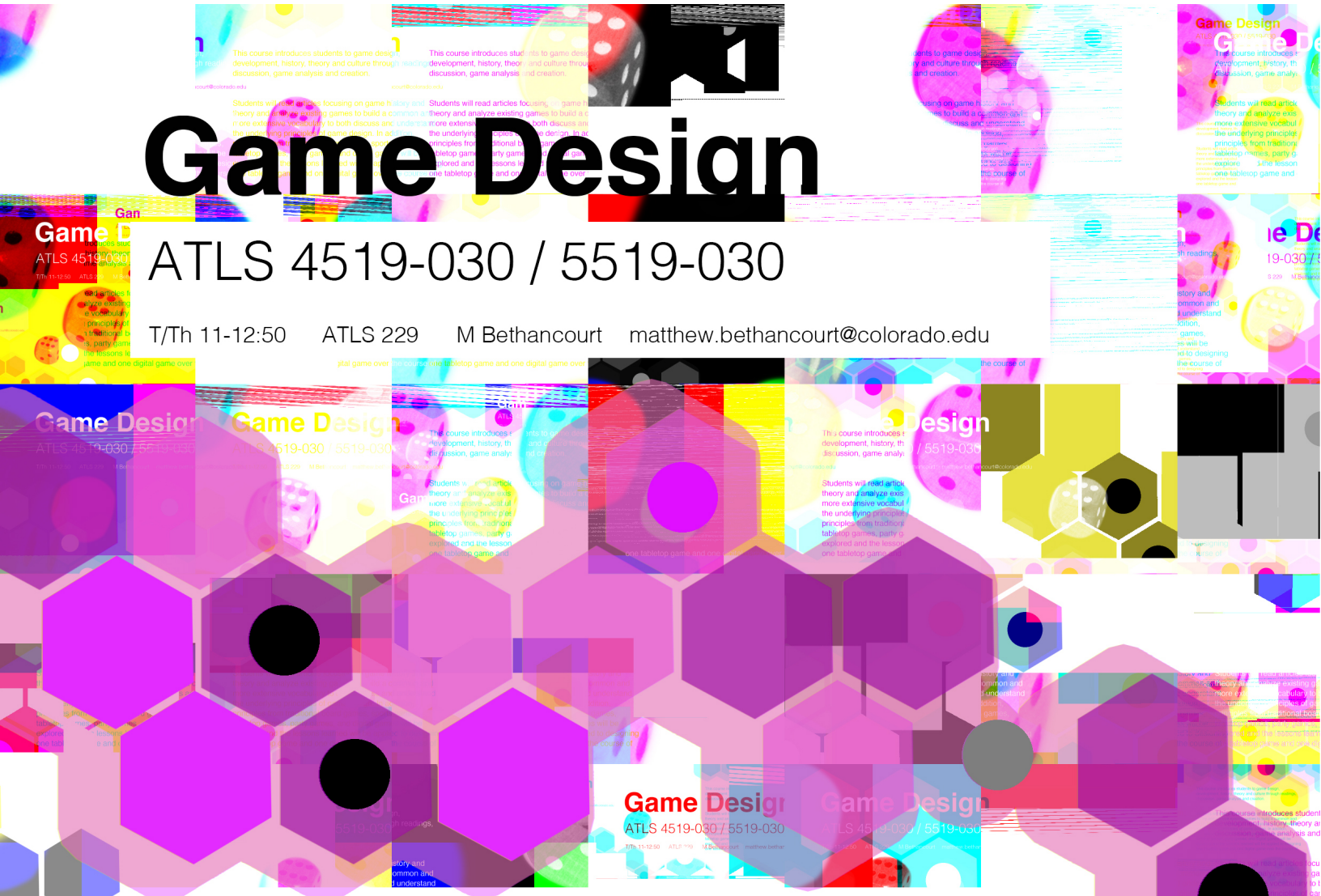
Game Design

ATLS 4519-030 / 5519-030

T/Th 11-12:50 ATLS 229 M Bethancourt matthew.bethancourt@colorado.edu



This course introduces students to game design, development, history, theory and culture through readings, discussion, game analysis and creation.

Students will read articles focusing on game history and theory and analyze existing games to build a common and more extensive vocabulary to both discuss and understand the underlying principles of game design. In addition, principles from traditional board games, sports games, tabletop games, party games, and digital games will be explored and the lessons learned will be applied to designing one tabletop game and one digital game over the course of