



Alternative Arcade Interfaces

Spring 2019 | Instructor: Peter Gyory

Learn how to build arcade games from scratch (minus the coin operation)! In this studio you will explore the landscape of past and present game interfaces, while creating your own unique arcade machines.

Course codes	Time	Day	Classroom
ATLS 4519-060	9 – 10:50	M W	ATLS 208
ATLS 4519-061			

Prereq: Code, Object