

Game Concept Design - AN220

Section: AN220 001261S Main Campus

Credit Hours: 3.00

Course Description: Create a design document and concept art for game environments and characters while exploring elements of level design and world building through creation of a basic game level.

WHEN Start Date: 08/20/2026 End Date: 12/10/2026

Days:

TR

1:10 PM - 2:40 PM

Campus: Main Campus

Building: Shears Technology Center

Room: STC131

INSTRUCTOR

BLAIR PAULY

BOOKS

No textbooks for this course.