

January 2009 Game Design Course

[Course Home Page](#)

Course Description

The course is about creating a game. Along the way there will be short homework assignments that will help you to learn about game design. On Thursday afternoon of each week, your group will give a short presentation about your game design and implementation to the rest of the class. Over the course of the term, you should keep examples of work you do, whether or not it ends up in the final game design. These examples will form your portfolio at the end of the term, which should be a collection of work that you can show to demonstrate your abilities.

The Games

- [Tiny Tanks](#)
- [Many Icebergs Lots of Fun](#)
- [K3yb04rd K0nk3r](#)

Useful Links

- [Game Reviews](#)
- [Game Designs](#)
- [Course Materials](#)
- [Art Search Results](#)
- [Student Portfolios](#)

Groups

- [Tiny Tanks](#)
- [Many Icebergs Lots of Fun \(M.I.L.F\) Game](#)
- [K3yb04rd K0nk3r](#)