I D E A  
Innovation  Design  Entrepreneurship

ART/JRL 472  
Advanced Interactive Design  
Dr. Jeffrey Moser  
TR 11:30-12:45

*for Interactive Media Design minors who have completed ART272, ART372, and JRL322

This course focuses on a semester long project in game development and gamification of media, and is run in conjunction with Computer Science 475: Game Development class. While the classes have different syllabi and different instructors, they will be meeting together to achieve the goals of the class. Students will form into small groups and develop ideas, identify a primary goal, organize into individual roles, devise a schedule for completing the project, work collaboratively to accomplish the goal, and present the finished game at the end of the semester to the Launch Lab.