EDES 202 : Entertainment Design II

Builds on concepts and skills introduced in Entertainment Design I. Explores theory and practice of Entertainment Design with a focus on understanding user experience through the development of artifacts, media, systems or environments. Continued practice in incorporating theme, concept, and story into design elements. Continued skill-building in drawing, CAD drawing, problem- solving and ideation sketching, concept communication, digital drawing, and model-making.

Credits 3
Studio Hours 6

Lecture Hours 0
Prerequisite Courses
EDES 201