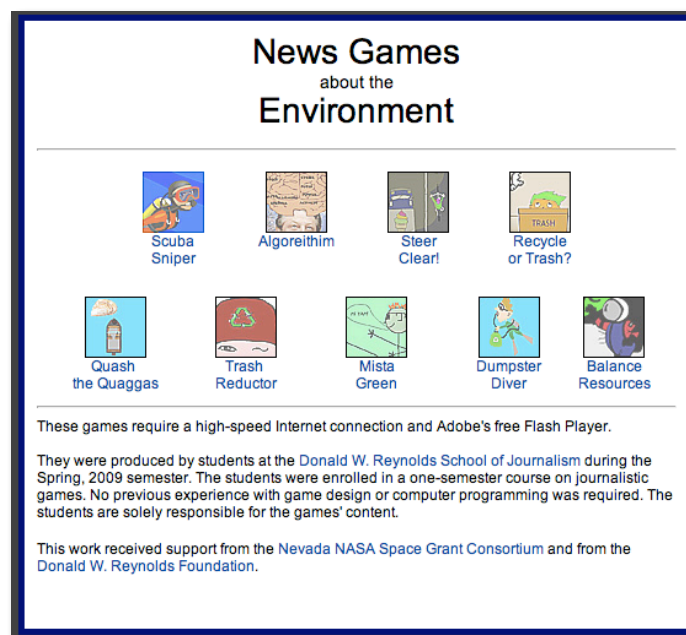


Game Design

for Journalists

JOUR490B 001; Tues. - Thurs. 1-2:15 p.m., Spring, 2010



Are you a visionary? Do you like to work hard and make cool projects? Do your friends ask you to help with their computer stuff?

How would you like to get Journalism credit for making a computer game?

In Jour 490B-001, you will create and test a journalistically grounded computer game. All class games will be focused around a central theme.

No previous software experience is required (students will use Flash). However, you should be very comfortable with using computers to produce quality work.

Last year's class produced games about the environment. You can see them at <http://www.journalismgame.com>

Questions? Contact Larry Dailey • RSJ 303B • ldailey@unr.edu • 784-4187