

Digital Game Industries (DGI)

DGI 301 Video Games: Concept to Console 3 Hours

Introduction to the foundational aspects of the digital game industry and the essential communication skills required to be successful in the field.

DGI 302 Digital Game Industries 3 Hours

Explore the foundational aspects of digital game industries and production with an emphasis on communication skills.

DGI 105, 205, 305 Topics in Digital Game Industries 1-3 Hours

Discuss contemporary issues and practices in digital game industries.

DGI 119S, 219S, 319S, 419S, 519S, 619S, 719S, 819S, 919S Topics in Digital Games 1-9 Hours

This course is used to record credit the student earns while enrolled at another institution in a program administered by the University's Texas Global Office. Credit is recorded as assigned by the study abroad adviser in the DGI minor. University credit is awarded for work in an exchange program; it may be counted as coursework taken in residence. Transfer credit is awarded for work in an affiliated studies program.

DGI 120, 220, 320 Topics in Digital Game Industries 1-3 Hours

Examine contemporary issues and practices in digital game industries.

DGI 121, 221, 321 Independent Study 1-3 Hours

Pursue special supervised individual research studies.

DGI 122, 222, 322 Game Usability Analysis 1-3 Hours

Explore usability in digital games.

DGI 129S, 229S, 329S, 429S, 529S, 629S, 729S, 829S, 929S Topics in Digital Game Industries 1-9 Hours

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DGI 150, 350, 650 Digital Game Industry Internship 1,3,6 Hours

Arrange and work in an internship.

DGI 370 Advanced Topics in Digital Game Industries 3 Hours

Study advanced skills and practice in digital games across a range of media integrations.