**Game Design for the Modern Learner, Grade 11 – Open**
**IDC 3O0**
Ever wonder how games are made?  This project-based course will explore all aspects of game design – including game strategies and mechanics, theme development, physical design, rule development, funding and marketing.  Students will work to design, build and test their own original games in a collaborative environment which challenges their creativity and critical thinking skills.  Students will combine concepts from Business, Design, English and History courses as they explore the business of game production in the 21st century.
**Pre-requisite:** None