The Department of Computer Science in the College of Engineering and Digital Media program in the Antoinette Westphal College of Media Arts and Design are pleased to announce a jointly offered computer gaming curriculum. Computer Science students may now select Game Development and Design as one of their tracks (areas of concentration). Digital Media students may add additional gaming courses to their existing required and elective gamming courses.

The development of the gaming curriculum was spearheaded by Professors Paul Diefenbach (Digital Media) and Frank Lee (Computer Science). The curriculum provides conceptual understanding of game design and practical experience in the design and the development of games. The intention of the curriculum is to bring CS and DIGM students together in a series of classes where they work as a team. Classes consist of an overview course taught by Digital Media (DIGM 260) and a co-taught foundational course (DIGM/CS 345) along with electives such as experimental and educational game design (CS 480) taught by Prof. Lee and a gaming workshop sequence (DIGM 461-462) designed by Prof. Diefenbach.

The creation of the gaming curriculum coincides with the foundation of a joint research lab, called RePlay headed by Drs. Lee and Diefenbach, that will explore various aspects of computer gaming. In addition to the RePlay, Tom Bennett, a Drexel CS major, has founded a student group, Drexel Game Developers, for students interested in the design and development of computer games.

To learn more about RePlay and experience the games, visit www.replay.drexel.edu.