**Prof. 1 Name:** Tamrah D. Cunningham **Prof. 1 Discipline:** CST

**Prof. 2 Name:** Andrea Lawrence **Prof. 2 Discipline:** CST

**Prof. 3 Name:** Donna Blain **Prof. 3 Discipline:** English

**FYLC Title:** Game On, Python!

**FYLC Description:** Through a video game development group project and a developer’s blog discussing the process of problem solving used to create the game, this course will present students with an overall inner inspection of both the world of computing and game development. Student teams will use Python 2.7 (python.org), a free python compiler tool, to design a 20-minute, choice-based text adventure game which will later be presented to the class. In the English composition section, students will examine the use of narrative in game design as they write their game stories, focusing on narrative structure, genre analysis, character development, world building, and how games can critique current social trends while telling a compelling story. The course aims to teach students to work productively within a team, provide the foundation for other courses within the Computer Systems Technology department, and enhance the critical thinking skills necessary in an increasingly complex and technological world.

**General Education Learning Outcomes:**

*General:*

* Critical thinking and creative problem-solving
* Documenting and managing projects

*Professional/Personal Development*

* Working within a team
* Project Management
* Developing an e-portfolio