

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE NUMBER: GMD 311

COURSE TITLE: Publishing for Indie Developers

Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I. MAJOR INSTRUCTIONAL OBJECTIVES

OBJECTIVE A Prepare games/simulations for multiple platforms for concurrent deployment.

OBJECTIVE B Test and debug these programs for multiple platforms and develop solutions to their individual quirks/idiosyncrasies/unique technologies
OBJECTIVE C Develop best practices and industry standards.

II. CLASS PARTICIPATION

Students are expected to attend class and participate actively and in a positive manner. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the student learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.