COURSE DESCRIPTION (edited):
In this course, students will be introduced to the process of creating conceptual images for illustrations. Students will be encouraged to explore different ways to convey specific ideas using symbol, metaphor and analogy. Students will learn to understand the meaning of symbols and will develop conceptual thinking to produce successful visual solutions. Assigned projects are directed to the needs of the editorial illustration, advertising or graphic design fields. Students will explore different media and will be encouraged to develop their individual vocabulary and style.

ASIL-218P, (3) credit
Sections-01: Instructor: Chris Zacharow, Wednesday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
COURSE DESCRIPTION (edited):
This course is an introduction to digital photography. Students will learn the complexity of the digital camera and the technology behind it, including how to customize many of the camera functions and menus. They will learn the basic grammar of the photographic language, how to control motion and depth of field, the importance of composition and framing, how to control light to create the images they want. Students will be introduced to post production work flow. How to edit, organize, print and publish their work. Technical and formal issues will be covered as well as the history of photography and contemporary trends.

ASDG-101, (3) credit
Sections-01: Instructor: Federico Savini, Monday, 05:30PM - 09:50PM, PMC

02: Instructor: Michael Marston, Wednesday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
COURSE DESCRIPTION (edited):
Designing animation, computer simulation and interactive environments require knowledge of scripting, motion analysis and the art of storytelling. Students explore points of view from the abstract to the representational, creating projects ranging from logo treatment, short-format and video pieces. Topics include broadcast design, linear and non-linear editing, special effects, compositing and sound.

ASCG-209, (3) credit
Sections-01: Instructor: TBD, Wednesday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
ASSOCIATE DEGREE PROGRAMS

ANIMATION & MOTION GRAPHICS I

COURSE DESCRIPTION (edited):
This course deals with the fundamental structural issues included in creating motion graphics and animation. Focus is on design for animation using video and graphic design techniques. Topics include storyboard, narration, and various techniques used in the industry.

ASGM-104, (3) credit
Sections-01: Instructor: David Marcinkowski, Thursday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
ASSOCIATE DEGREE PROGRAMS

COLLABORATIVE GAME DESIGN

The Goal

You are a taxi driver trying to get to your final destination, the taxi terminal. The only factor is, you can't turn left or right after you have dropped off all of your passengers. Unfortunately there are a lot of New Yorkers who have plans to be late, and sometimes it’s even the way that does them down your next day. Don’t forget to make sure that you have a way home if you are going to have to work very late.

How to Play

Each player begins the game with 15 dollars and 25 Gas Tokens and 9 Instruction cards (do not look at your card).

- Choose someone to be the banker, who is in charge of the money and Gas Tokens.

- Roll the dice to move read spaces.

- If you land on a "pick-up," you draw a passenger card. Depending on the color of the kind, these are the only drop of locations you can take your passenger on. A Blue passenger can only be taken to a Blue drop of location.

- You cannot move back to your last drop off location. (You cannot move back to your last drop off location. You can choose to go to your starting card whenever you want.)

- The functional cards can be used by any player. You don’t have to know what they say. When you feel like you are getting it tricky, just look up, it will help you. You could get 25 dollars from a Functional Card, or you could play the taxi and it will help you back. The only problem is, you have to be at the station before you get to the "Taxi Terminal." When you reach the end, you will still have a passenger, you have to go back to the last drop off location with their card.

COURSE DESCRIPTION (edited):

This course is an invitation to non-programmers, students of all disciplines, and anyone who enjoys creating enjoyable experiences for themselves and others. Students will have a brief overview of the major developments in gaming, including game history and its influence on culture and business. The structure of this course follows three tracks (Narrative, Mechanics, and Systems), with the aim of cultivation sa diverse and growing community of game-designers and players across disciplines. Fostering multidisciplinary collaborations is a prime focus of this course, using well-established team-building techniques and strategies.

ASGM-101, (3) credit

Sections-01: Instructor: TBD, Friday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
ASSOCIATE DEGREE PROGRAMS

GAME ANALYSIS & STRATEGY

COURSE DESCRIPTION (edited):
This class provides students with the tools to examine and conceptualize a game’s underlying structure. By unlocking how addictive games work, students will gain insights into the nature of risk and reward, incentives, and behavior science.

ASGM-102, (3) credit
Sections-01: Instructor: TBD, Tuesday, 02:30PM - 06:50PM, PMC

PREREQUISITES: no
COURSE DESCRIPTION (edited):
In this course, students will create games for web browsers, tablets and smart phones using HTML5, CSS3, and various JavaScript frameworks. Students will go through the entire production process from the planning stages to best production practices to testing and delivery.

ASGM-105, (3) credit
Sections-01: Instructor: David Marcinkowski, Tuesday, 09:00AM - 01:20PM, PMC

PREREQUISITES: no
ASSOCIATE DEGREE PROGRAMS

SERIOUS AND SUBVERSIVE GAMES

Tough It Out

THE PREMISE:
A group of cartoonish, cartoonish, cartoonish characters has found themselves in the ancient shell, their islands have been turned into a wild, wild, wild land. What will you do when you are stranded?

Why Andaman?
A group of cartoonish, cartoonish, cartoonish characters has found themselves in the ancient shell, their islands have been turned into a wild, wild, wild land. What will you do when you are stranded?

Duration: 30-45 min
Age Group: 11
How many player: 2-3

Features:
1. Easy to learn
2. Educational

Components:
1. Game board
2. Environment cards
3. Character cards
4. 146

Characters:
1. Hero
2. Snake
3. Crab

Game mechanics:
1. The card drawn at the end of the turn affects the hero's moves
2. Random events during the game, such as winds, waves, etc.
3. Secret moves
4. Environment cards pose a challenge to reaching the characters' goals
5. Each character has their own abilities to their advantage and disadvantage
6. Each character has their own goals to achieve, as well as to foil other player's plans
7. Day/Dark board flip: Green Fish and Bird gains 1 health for every flip in the right

ASGM-207, (3) credit
Sections-01: Instructor: TBD, Wednesday, 03:00PM - 07:20PM, PMC

Prerequisites: no

COURSE DESCRIPTION (edited):
This class evaluates the social and psychological qualities of games and simulations in an attempt to push the medium into a new form. Students create games that investigate politics, education, and much more.

Get the full list of courses, prerequisites, and descriptions for the Pratt School of Art on their official website.
ASSOCIATE DEGREE
PROGRAMS

STORYTELLING & INTERACTIVE NARRATIVE DESIGN

COURSE DESCRIPTION (edited):
This course highlights the central structural and aesthetic role narrative brings to game design. Stories and role-playing predate all other art forms, and narrative-based entertainment will continue to evolve alongside every new technology that captivates our imagination. With a special emphasis on roleplaying games and world-building, students will learn the crucial building-blocks of story structure, pacing, and character development; appropriately adapting them to various types of games and technologies.

ASGM-101, (3) credit
Sections-01: Instructor: Todd Anderson, Friday, 02:30PM - 6:50PM, PMC

PREREQUISITES: no