Nebraska Wesleyan University

HHP 1550 Introduction To Games

Catalog

2025-2026

Course Description

Games sit at the intersection of technology, art, and culture, so success within the games industry requires you to understand all three. This course explores why we love games, what role they play in society, and the industry that produces them. You'll also learn the basics of game development. This course was developed in partnership with Unity and the IGDA to help everyone interested in the games industry start on the right foot. This online class has optional live sessions. No Pass/Fail.

Course Hours

3 hours

Departments

1. Health and Human Performance (Undergraduate)