

Game Development

Game development refers to the creation, design, and distribution of video games. These video games serve a multitude of purposes other than purely for entertainment.

A Brief History

What is considered to be the first ever “video game” is a game known as “pong” which was invented in 1958 by Physicist William Higinbotham on his oscilloscope. It was a simple game of “tennis” where the object of the game was to score on your opponent. As technology progressed, processing powers of machines increased as well. These games were very simple with simple graphics and usually only allowed one user per machine. As technology grew, games became more complex like we see today.



Uses of Video Games

Medical Field - With motion tracking sensors that have become very accurate at mapping movement, video games have become increasingly useful for training surgeons. With simulations upcoming surgeons can train under similar conditions as a real surgery without endangering someone’s life. These video games help surgeons with precision.



Psychotherapy - With video games having a big audience among the younger population, therapists have begun to use them in their sessions with children. These games serve as a means for children to practice similar cognitive-behavioral treatments that they would be practicing during their sessions.



Entertainment - Video games’ primary use is for entertainment. They have created multi-million dollar companies and spawned countless careers in the forms of online streamers.

FAU Courses

CAP 4028 - Game Programming
CAP 6635 - Artificial Intelligence

Related Companies

- QDStaff (Boca Raton)
- Quality Deployment (Boca Raton)
- Kellton Tech (Boca Raton)
- GhostPunch Games (Fort Lauderdale)