

# **GAM 399: Making Deep Games: SYLLABUS**

## **Class Meeting Time & Location**

Monday 1:30pm-4:45pm  
CDM 436A

## **Instructor**

Doris C. Rusch  
Office: CDM building, room 514  
Office hours: Monday 9-12am  
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## **Course Description:**

In this workshop-based class, we are going to explore how to design games that can illuminate the human condition. We will look to personal experiences as inspiration sources for game ideas and use metaphor and analogy to create games on complex, abstract ideas, such as loyalty, dignity, courage or trust.

Our goal is to raise awareness of the expressive potential of videogames, the many decisions that go into a design process and to push the boundaries of games.

Prerequisites: GAM 224 or GAM 226 (or permission from instructor).

## **Learning Goals:**

Students should learn to:

- define a clear vision and purpose of their games and, being aware of games' expressive qualities, to design deliberately and with intent.
- become more conscious of their experiences and use them as inspiration sources for a broader range of games that illuminate the human condition.
- use metaphors to grasp and model abstract ideas in order to expand games' experiential and emotional scope.

## **Resources**

As a student in the class, you have access to the CDM Gaming labs (see <http://defrag.depaul.edu> for details). If you're working on an assignment, you have priority for the use of the lab hardware and software. Student ID is required to use the labs.

## **Supporting literature:**

There is no dedicated textbook to accompany the course. However, there is a range of required readings that are made accessible to students on D2L as pdfs or, if available on the web, as URLs. These texts are liable to change, but an overview can be found in the lesson plan.

## **Policies**

- Class Requirements:
- 10% active participation in class discussions and in-class preparedness
- 40% in class exercises
- 50% home assignments

Grand total of 100 possible points.

A = 91+

A- = 90

B + = 89

B = 88-81

B- = 80

C + = 79

C = 78-71

C- = 70

D + = 69

D = 68- 61

D - = 60

F = 59 or lower

- As home assignments (i.e. presentations and design exercises) provide the basis for particular units in the course, they cannot be submitted late. Assignments vary in terms of effort they require, but since they are all equally important for the course, they all “count” the same. Please note that missing an assignment means that you will not be able to do the in-class exercise building upon it and will not get a grade for the in- class exercise either. Regular attendance is required. Your assignments may not be considered for grading if you miss more than 10% of sessions without justification.

- Please note that some of the main assignments for this class consist of in-class playtesting of your projects. Since these assignments require your presence on the day of playtesting, deadlines are fixed and extensions cannot be granted.

- While this class does not emphasize essay writing, game rules and text are expected to be clear, spell-checked, and demonstrate a high proficiency in written English. The Writing Center offers free one-on-one professional advice from published writers about all types of academic, creative, and professional writing and oral presentations. Go to <http://condor.depaul.edu/writing/> for more information and to set up appointments.

- Email: Email is the preferred means of communication between faculty and students enrolled in this course outside of class time. My email is [drusch1@cdm.depaul.edu](mailto:drusch1@cdm.depaul.edu)

- Plagiarism: It is your professional responsibility to ensure that all submitted work

is your own. Please read DePaul's policy on plagiarism and other academic integrity violations at: <http://academicintegrity.depaul.edu/ContributionFolder/Resources/Students/ViolationDefinitions.html#aiPlagiarism>

- Student rights: You have rights as a student. To learn about these rights please read DePaul's policies for students regarding student rights, located here <http://sr.depaul.edu/catalog/catalogfiles/current/undergraduate%20student%20handbook/pg51.html>
- Incomplete: An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final and approved by the Dean of the School of Computer Science, Telecommunications and Information Systems. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.
- Students with disabilities: If you feel you need an accommodation based on the impact of a disability please contact me privately to discuss your specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted either:
  - PLuS Program (for students with LD or AD/HD) at <http://studentaffairs.depaul.edu/plus/>
  - The office of Students with Disabilities (for all other disabilities) at <http://www.studentaffairs.depaul.edu/studentswithdisabilities/>