

GAM 341- Introduction to Level Design

Last Updated 09/11/14

Lecturer: David Laskey

Email: dlaskey@cdm.depaul.edu

When/Where: Thursday 5:45PM - 9:00PM

14 E. Jackson, Rm. 505

Office Hours: Th 4:00PM - 5:00PM (In classroom)

Th 9:00PM - 9:30PM (In classroom)

Class Summary:

We will be focusing our attention on how games use space, audio/visual cues, and pacing to create a sense of purpose and direction for players. We'll be using Unreal Engine 4 to practice basic level design techniques such as blockouts, scripted events, and mechanic-driven design.

This class is **NOT** just a course to learn UE4. It's merely our tool of choice for exploring the workflow and process of level design. All assets used in the course will be from examples found in the engine. No prior art or programming experience is required.

By the end of this course students should be comfortable working in 3D environments and designing interesting spaces given a set of constraints and mechanics.

Grading Breakdown

Participation: 10%

Assignments: 60%

Final Project: 30%

A (90 - 100)

B (80 - 89)

C (70 - 79)

D (60 - 69)

F (Below 60)

Attendance:

You're expected to attend class every week. If you're going to miss a class please tell me ahead of time. A doctor's note is required for an absence to be excused, or if a doctor's note is not applicable to the circumstance you must contact me and discuss the matter otherwise. **More than 2 unexcused absences will result in a failing grade for the course.**

Late Assignments:

Late work will be accepted up to 5 days after the assignment is due. For every day that the assignment is late, 10% of the possible points will be deducted from the assignment grade. The final project and work resulting in extra credit **cannot** be turned in late.

Class Conduct:

It's extremely important that all students feel comfortable attending and participating in class discussion and critique. It is expected that you will respect all students in class as well as their work, opinions, worldviews, and life experiences. This also includes being able to give and receive constructive criticism. Any failure to do so will result in a loss of participation points.

If at any point in the class you feel like you are being harassed or disrespected in any shape or form, please contact me immediately and we will find an appropriate solution together.

Students with Disabilities:

If you need any accommodation due to a disability please let me know and we can discuss how to best meet your needs. Any discussion of the matter will be completely confidential.

Also be sure to contact one of the following:

PLuS Program (for students with LD or AD/HD):

<http://studentaffairs.depaul.edu/plus/>

The Office of Students with Disabilities (for ALL disabilities):

<http://www.studentaffairs.depaul.edu/studentswithdisabilities/>