GAM 341- Introduction to Level Design

Last Updated 03/28/15

Lecturer: David Laskey
Email: dlaskey@cdm.depaul.edu
When/Where: Thursday 5:45PM - 9:00PM
            CDM 634
Office Hours: Th 4:45PM - 5:45PM (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, but **GAM 245 is highly recommended as a prerequisite to this course**.

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   (93 - 100)
A- (92 - 90)
B+ (87 - 89)
B   (83 - 86)
B- (80 - 82)
C+ (77 - 79)
C   (73 - 76)
C- (70 - 72)
D+ (67 - 69)
D   (63 - 66)
D- (60 - 62)
F   (< 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.**

Assignment & Grading Policy:
Students are expected to turn in work on time. **No late assignments will be accepted.**

After a student has turned in an assignment and received a grade, they can then resubmit **one updated revision** for up to **one letter grade** higher than they originally received for their work. This is to allow students the opportunity to recover points and encourage iteration upon learning new skills and techniques. **Students are only allowed to turn in a revision if they initially submitted their work for the assignment on time.** All project-based assignments, except for the final, are eligible for revision submission.

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/