

GAM 230-801 (28279)

INTRO TO GAME PRODUCTION (Lecture) 21

Tuesdays 5:45PM - 9:00PM Lewis Center Room 1512 *Jan 3, 2022 - Mar 20, 2022*

Instructor: Jonathan Hey

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Office hours: TBD or contact me to arrange a Zoom session.

Important: Text or call me at any time at my cell number (773) 443-7877.

Course Description This course will provide an introduction to the role of producers in the five major phases of game development: concept, prototype, production, quality assurance, and publisher submissions. Students will learn project management tools and techniques to manage the people, content, and pipelines of disciplines including art, audio, design and programming in each phase of development. Students will also learn about managing relationships with key departments including marketing, licensing, public relations, legal, and finance as well as publishers and third-party vendors. The course will include real-world game production challenges and the strategies producers use to overcome them on small (<10) and large (100+) teams.

Course Objectives The role of a game producer has traditionally been less defined than other roles in game development (e.g., artist or designer). This course is designed to demystify the role of producers and give students a solid foundation in project management as applied to game development.

Students will learn the skills necessary to manage complex inter-discipline and inter-department relationships, as well as skills to manage the significant amount of content generated during production. Once we cover these topics with real-world examples, students will apply the knowledge by creating their own budgets, schedules, resource allocations, and supporting documentation.

This course is designed for students interested in becoming producers and, in a general sense, students interested in the basics of managing complex, multi-discipline creative projects.

Attendance Student absences are not expected to exceed more than 10% (1 absence) of the number of the classes scheduled for the semester. Because of the Covid Pandemic, attendance requirements may be adjusted.

Tardiness is defined as not in the classroom when attendance is called or departing before the class has been formally dismissed by the instructor.

Class Work As noted in the schedule at the end of this syllabus, assignments will follow a regular schedule. Each subject will begin with in-class material, followed by an assignment due at the next class in which you will apply the concepts covered the previous week.

Software In this course we will use Microsoft Excel, Microsoft Word, Microsoft Project, Microsoft PowerPoint, and *possibly* Dev Game Story and Microsoft Project. I will give brief demonstrations of these programs in class, but if you need help, see me during office hours or check for tutorials online.

Grading - Subject to Change

10% Participation in class discussions

70% Weekly Papers / Assignments / Quizzes

20% Final Project

A = 100-93, A- = 92-90, B+ = 89-88, B = 87-83, B- = 82-80, C+ = 79-78, C = 77-73, C- = 72-70, D+ = 69-68, D = 67-63, D- = 62-60, F = 59-0.

A indicates excellence, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work.

Cell Phones Use of cell phones inside the class and the lab is prohibited. Please turn your phone off before entering class. Mistakes will happen (to me too), but repeated failure to turn your phone off will result in a lowered grade for the class. All phone conversations and text messaging should be conducted outside the class.

Academic Integrity Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting <http://studentaffairs.depaul.edu/homehandbook.html>.

Bibliography Required Text: None

All readings for this class will be provided on D2L as PDFs.

Final Date and Requirements

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• Final Assignment

- Use the Game Design Document Template 2022 (Word and PDF available on D2L)
- Further Instructions will be made sometime after 1-4-2022
- Present your document IN-class if we are meeting. If we are prevented by Remote learning, simply place your completed document in the Submission Folder on D2L.
- You **MUST** upload your completed Final Assignment Document (Game Design Template 2022) to D2L Submission Folder whether we meet in person or not.
- IF you are working in a group, make sure everyone's name is noted in the document. Only ONE person in a group needs to post to the Submission Folder, as long as all names are there.

Due in D2L Submissions folder by 10 PM Tuesday March 15th, 2022.

Materials and Supplies Pencils, pens, paper for note taking. Most materials will be provided as print-outs or electronically available.

School Policies:

Covid-19 Policies

DePaul University Office of the Provost

Dear Faculty:

As many of you complete grading from DePaul's first quarter of primarily in-person instruction since the start of the pandemic, I'm writing with an important update for the start of Winter Quarter in January.

DePaul administrators are closely attuned to information emerging about the *omicron variant*, its potential impact and the potential surge in COVID-19 cases as

we travel and gather to celebrate the holidays. With winter break approaching, the Community Health Team and university leaders are making decisions based on the best scientific information and data available. Because we start right after the New Year, before other institutions around the country do, we want to ensure faculty have adequate time to prepare. We are taking the precautionary measure of asking faculty to move courses to remote instruction for the first two weeks of the quarter, Monday, Jan. 3 to Saturday, Jan. 15. In certain cases, exceptions may be made for classes that cannot be offered online. These will be handled on a case-by-case basis with approval from Academic Affairs. If you would like to utilize a technology enabled classroom to support remote instruction during this period, please send a request to Academic Affairs, in email to provost@depaul.edu, and we will do our best to accommodate you.

In-person classes will resume on Tuesday, Jan. 18, following the observance of Martin Luther King Jr. Day. This is in the spirit of caring for others and Take Care DePaul.

Starting Jan. 3, campus buildings will be open from 8 a.m. to 6 p.m., Monday through Friday, and will require an ID card swipe for entry. Please contact Public Safety if you or your department needs to arrange for building access outside of those hours.

DePaul is fully committed to in-person learning. I hope this measure—combined with our adherence to local, state and federal COVID-19 guidance—will help us begin Winter Quarter with caution so we can sustain a robust college experience the remainder of the academic year. Safety and health remain our priorities.

The university will share a message with students, faculty and staff later today informing our community that preparations for remote learning for the first two weeks of Winter Quarter are underway. Please reach out to your classes in advance of the start of the quarter with instructions on how you plan to manage remote learning for that time period.

Thank you for your commitment to DePaul and for your flexibility as we continue to adjust to changing circumstances due to the pandemic.

Sincerely, Salma Ghanem, Provost

Therefore, classes on January 4th and January 11th (2022) will be held via ZOOM. Zoom links will be emailed, typically the day before.

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/> If you have any questions be sure to consult with your professor.

All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the [University Academic Calendar](#). Information on enrollment, withdrawal, grading and incompletes can be found at

<http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>.

Students with Disabilities

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at:

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296