Last updated: 3/27/23

GAM 397/597 | GD 390: Analog Game Production

Spring 2023 :: Mondays 1:30 - 4:45 PM in-person synchronous
Location: Daley building, Room 503 | 14 E. Jackson Blvd - please read DePaul's Land Acknowledgment

Instructor Info

Lien B. Tran, MFA (she/her/hers)
Lien.Tran@depaul.edu
https://depaul.zoom.us/my/lienbtran

Office Hours: Tues PM, Wed AM/PM
(make appointment via BlueStar email for
in-person meeting before class or Tues PM)

Please book office hours via BlueStar preferably with 24+ hours notice. If the listed times do not work with your schedule, please email me to arrange a meeting at another time.

Regarding email communication: I will usually respond to emails within a few hours between 9AM - 5 PM Monday - Friday. While I may respond outside of these hours, please do not expect a response outside these times, including over the weekend.

Course Description

In this course, students will learn principles for functionally organizing visual information in games, game component design tools and apply them in the design or redesign of the game components for an already designed analog game system; the game can be one prototyped previously by students in a class. Students will practice problem solving and playtesting visual design choices for better usability and understandability by players. This course is suitable for game design students with some familiarity with visual design principles and for graphic design students with some familiarity with analog games as players or designers.

PREREQUISITE(S): for undergraduate students - GD 105 and GAM 224 or GAM 226; or instructor permission

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be addressed during class and via email/D2L.

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⋮≣ Course Learning Outcomes

By the end of this course, students will be able to:

- Conduct design research and brainstorm analog game production and packaging options for by looking at existing published games (or at least high-fidelity prototypes) as precedents
- Learn digital design processes for print layout of printed materials from game cards and mats; how to play rules document; and branding/promotion
- Become familiar with relevant fabrication resources, especially available at DePaul IRL maker spaces and CDM Print Lab
- Learn how to plan and scope the production of an analog game, starting with an existing game system and working towards the design of high-fidelity, player-friendly game components
- Present design research including design precedents and ideation for critique
  - Participate in critique of fellow students' research and project concepts by providing constructive feedback
  - Document process and progress by maintaining a devlog
- Create several iterations of game component prototypes for playtesting and feedback
- Produce a complete set of high fidelity game components
  - Students should consider submitting their games for student exhibition or game competitions

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Required Materials

Required Book

- Notebook for generating and storing ideas, research, and sketches
- No specific textbook is required

When possible, I will share scanned/digital versions of additional readings that are not from the required book.

Recommended Books

These are recommended additional readings, I may suggest specific ones given your individual interest/needs

Game Design
- Geoffrey Engelstein, Isaac Shalev. *Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms.* 2nd edition. (1st edition is fine too)
  - https://www.routledge.com/Building-Blocks-of-Tabletop-Game-Design-An-Encyclopedia-of-Mechanisms/Engelstein-Shalev/p/book/9781032015811
- *Games, Design, and Play: A Detailed Approach to Iterative Game Design,* Colleen Macklin and John Sharp (2016)
- *Art of Game Design,* 3rd edition, Jesse Schell (2019)

General Design / Design Process
- *Design is Storytelling,* Ellen Lupton (2017)

Software

- Adobe CC is available for free to students in this course (using DPU credentials)

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- Adobe Illustrator, Photoshop, InDesign may be particularly useful
- Software for game prototyping - specifics dependent on student team/concept - including Figma, Canva, Component Studio
- Online devlog documentation site - more information on D2L
- Version control software - Dropbox, OneDrive, Github
- Video hosting, such as Vimeo or YouTube - both are free

About our Course Modality

We will meet synchronously in-person for most sessions; some weeks may be virtual and/or small team meetings, as communicated by the instructor.

 Attendance in live sessions are mandatory and count towards your class participation. Please inform me if there is an unavoidable reason for why you cannot attend an in-person session and we can address it on a case-by-case basis.

There will be a few sessions where instead of meeting as an entire class, you will meet with me and your individual team to give a status update and to get more targeted feedback. These may be held during the weekly class session or scheduled during a mutually agreed upon time.

COVID-19 Updates

The health and safety of everyone at DePaul depend on the cooperation of all who come to campus. By taking care of yourself, you protect the entire community.

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DePaul's COVID-19 response plans are based on the latest guidance from the Centers for Disease Control and Prevention, the Chicago Department of Public Health and the university's medical advisor from AMITA Health. Please visit the DePaul COVID-19 page for the latest requirements and recommendations.

Since Aug. 18, 2022: "DePaul will continue to be a mask-friendly campus and wearing a mask will be highly recommended for all indoor spaces."

Computer Labs & Internet-Enabled Devices

If you need access to a computer, you can view the list of computer labs on campus for more information. Don't forget to bring your DePaul ID or you may not be able to access the lab. Intelliprint systems are available in computer labs and at other locations on campus for printing.

Gameplay Lab

Gameplay Lab is located on the South Loop campus in CDM 536.
Hours: Monday – Friday, 10am to 6pm

https://www.cdm.depaul.edu/Student-Resources/pages/labsandresources/lab536.aspx

College of Computing and Digital Media (CDM), Room 536
243 South Wabash Avenue, Chicago, IL 60604

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Students have access to hundreds of console, PC, and analogue games for research and casual play. While all console and PC games are available for use in the lab only, some analogue games may be made available for check-out. Students must bring a DePaul ID to use the Gameplay Lab. For any questions or more information, students may email Benjamin Kumming at bkumming@depaul.edu.

Print Lab

Print Lab is located on the South Loop campus in Daley 511 (5th floor of 14 E. Jackson Blvd but entering from the State Street side of Daley building)

Hours: Monday – Friday, 10am to 6pm (except Wednesday when it closes at 5pm)

The Print Lab will print most DePaul-related student design work for free. Students can request a print below. Walk-up and self-service printing will be offered at a later date.

Request to print at this link and pick up during open hours:
https://www.cdm.depaul.edu/Student-Resources/Pages/LabsAndResources/Lab511.aspx

Idea Realization Lab (IRL)

The Idea Realization Lab is a resource available to the entire DePaul University community, from students to alumni, faculty, and staff. They provide machines, tools, and materials at no cost, and offer workshops to teach visitors how to use the equipment safely. Their goal is to foster a spirit of collaboration and to promote creativity across the campus and throughout the city of Chicago.

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I encourage you to make use of the IRL, including prototyping your design and getting a consultation from the staff there. This space is a great resource for all levels of the design and development process. Visit http://irl.depaul.edu/ for more information.

Contact Info: Location:
Email: idearealizationlabdpu@gmail.com   Room 310
Phone: (312) 362-1451   14 E Jackson Blvd

Jarvis Student Center for Innovation and Collaboration

Also known as 'Jarvis Center' this is located on the South Loop campus in DePaul Center (1 E. Jackson Blvd.) concourse level, C112.

Hours: Monday – Friday, 10am to 5pm
https://www.cdm.depaul.edu/Student-Resources/Pages/Jarvis-Student-Center-for-Innovation-and-Collaboration.aspx

The Jarvis Student Center for Innovation and Collaboration is a multidisciplinary, student-focused space for professional learning and industry partnerships fueled by emerging technologies and projects dedicated to societal needs and innovation.

If you exit the back of the Barnes and Noble bookstore, you will see an escalator. Take this down towards the eSports center and then turn around. The Jarvis Center is near the back of the elevator.

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Tutoring | Writing Center

I strongly recommend you make use of the Writing Center throughout your time at DePaul. The Writing Center provides free peer writing tutoring for DePaul students, faculty, staff, and alumni. Writing Center tutors work with writers at all stages of the writing process, from invention to revision, and they are trained to identify recurring issues in your writing as well as address any specific questions or areas that you want to talk about. Visit www.depaul.edu/writing to learn more about the online appointment options the UCWbL is offering.

Library Resources

The DePaul University Library (https://library.depaul.edu) provides access to authoritative information sources and online research tools which you can access using your Campus Connect login. Research help is available daily via text, chat, phone, email or video. You may also make an appointment with a librarian to discuss your research projects.

Grading Breakdown

5%	**Attendance** *Regular attendance is expected. More than 2 absences may result in a lower grade. More than 4 absences may result in a failing grade.*
15%	**In-class participation and engagement** *Listening to student presentations and providing constructive feedback during critique;*

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	contributing to lively discussions; attending and being prepared for your individual team meetings with your instructor; being prepared for your game's playtest and being engaged and providing feedback when playtesting other teams' games.
10%	**Documentation** *Update your devlog at least every 2 weeks of the quarter (5 or more total posts); project review essay (post mortem report)*
10%	**Major game design deliverables** *How to play (printed rules and/or video) and up-to-date game design document*
40%	**Iterative design** *At least 4 distinct prototypes that clearly demonstrate progress towards refined, high-fidelity analog game; proper backing up of files via version control*
15%	**Final set of game components** *Quality of the final iteration for all your game components including physical components and digital design files created for this game (rules PDF, videos, etc.)*
5%	**Online presence for game** *Including but not limited to online availability of game for purchase (The Game Crafter or itch.io) and general marketing/promotion of the game (game website)*

A	94-100
A-	91-93

C	73-76
C-	69-72

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B+	88-90
B	85-87
C+	77-80

D+	65-68
D	61-64
F	60 or Below

▦ Assignment Info

All assignment submissions must be submitted through D2L and no email submission is accepted. I will enter credit for in-class presentations and class participation into D2L.

A large part of the course's content will be focused on product design (fabrication) of analog game components including brainstorm sessions, design research of existing games as design precedents and for inspiration, hands-on working/making, class playtesting and critique and overall problem solving solutions for an analog game product. It is important that you treat the development of your design projects professionally. You will be expected to participate actively in the discussions and critique sessions that take place in class and give and receive feedback that honors your fellow students with respect for their work and towards making positive progress on their game projects.

⏰ Late Work, Absences, Make-Ups, and Extra Credit

In-person (live, on camera/microphone, and chat) attendance is required on days scheduled for synchronous class sessions. Missing classes, arriving late, departing early, unnecessary phone/computer use in class, or not being actively engaged during these sessions will result

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in a deduction to the student's in-class engagement grade. If a student will need to step away for reasons such as health care then they should communicate this to the instructor. In-person attendance is required for every class.

In the professional world, meeting deadlines is crucial and as such I try to emulate this expectation and penalize for late work. That said, these are unusual times, so please reach out to me at Lien.Tran@depaul.edu anytime and let me know if you are unable to meet a deadline or would like to set up a video call to discuss the circumstances.

If you are sick, stay home. You need to be healthy to learn, and so do your classmates (and instructor). We do not distinguish between mental health and physical health. If you cannot complete an assignment on time or come to class because of mental health issues, you must contact us promptly, just as with physical health problems.

For longer term health impacts, please let me know and we may be able to work out a reasonable contingency plan. You may also reach out to Anna Hozian, Associate Dean (CDM) at ahozian@cdm.depaul.edu with any confidential academic or personal concerns.

⚖️ Academic Integrity

DePaul University is a learning community that fosters the pursuit of knowledge and the transmission of ideas within a context that emphasizes a sense of responsibility for oneself, for others and for society at large. Violations of academic integrity, in any of their forms, are, therefore, detrimental to the values of DePaul, to the students' own development as responsible members of society, and to the pursuit of knowledge and the transmission of

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ideas. Violations include but are not limited to the following categories: cheating; plagiarism; fabrication; falsification or sabotage of research data; destruction or misuse of the university's academic resources; alteration or falsification of academic records; and academic misconduct. Conduct that is punishable under the Academic Integrity Policy could result in additional disciplinary actions by other university officials and possible civil or criminal prosecution. Please refer to your Student Handbook or visit Academic Integrity at DePaul University (http://academicintegrity.depaul.edu) for further details.

DePaul and College-Specific Policies

PREFERRED NAME & GENDER PRONOUNS
I value each student's right to be referenced by their gender pronoun and their preferred name. If your name and pronoun in Campus Connect don't reflect what you'd like me to use, please let me know.

Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at policies.depaul.edu/policy/policy.aspx?pid=332

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

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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) by emailing csd@depaul.edu and/or visiting one of the locations below.

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.depaul.edu.

SEXUAL AND RELATIONSHIP VIOLENCE

Academic relationships are based on communication, trust and respect, and as a DePaul community, we share a commitment to take care of one another. Sometimes, material raised in class may bring up issues for students related to sexual and relationship violence or other trauma. In other instances, students may reach out to faculty as a potential source of help and support. It is important for students to know that faculty are required to report information reported to them about experiences with sexual or relationship violence to DePaul's Title IX Coordinator. Students should also know that disclosing experiences with sexual or relationship violence in course assignments or discussion does not, in itself,

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Those seeking to report an incident of sexual or relationship violence to DePaul should:
(a) use the attached link to do so here
(https://cm.maxient.com/reportingform.php?DePaulUniv&layout_id=4)
(b) contact the Title IX Coordinator (312-362-8066 or titleixcoordinator@depaul.edu) or
(c) contact Public Safety (Lincoln Park: 773-325-7777; Loop: 312-362-8400)

Students seeking to speak confidentially about issues related to sexual and relationship violence should contact a Survivor Support Advocate in the Office of Health Promotion & Wellness for information and resources (773-325-7129 or hpw@depaul.edu). More information is available at http://studentaffairs.depaul.edu/hpw/shvp.html. Students are encouraged to take advantage of these services and to seek help around sexual and relationship violence for themselves as well as their peers who may be in need of support.

ENROLLMENT/WITHDRAWAL AND OTHER 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 registration policies can be found at DePaul Central.

WITHDRAWAL
Students who withdraw from the course do so by using the Campus Connection system (campusconnect.depaul.edu). Withdrawals processed via this system are effective the day on which they are made. Simply ceasing to attend, or notifying the instructor, or

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ADMINISTRATIVE WITHDRAWAL
Administrative Withdrawal Appeals are submitted to and processed by the Dean of Students Office, and allow students to be retroactively withdrawn from classes for medical, mental health or personal crises even after the term has ended. More information is available on the Division of Student Affairs website.

EXCUSED ABSENCE
In order to petition for an excused absence, students who miss class due to illness or significant personal circumstances should complete the Absence Notification form through the Dean of Students office. Students must submit supporting documentation alongside the form. The professor reserves the sole right whether to offer an excused absence and/or academic accommodations for an excused absence.

SYLLABUS CHANGES AND ERRORS
The instructor may make changes and updates to the course syllabus and schedule as needed. Students will be notified of any changes. If you find any broken links, outdated information, or other content that just seems "off" somehow, please let me know so I can fix it. I really do appreciate students helping me find and fix mistakes or confusing wording in my materials.

UNIVERSITY RESOURCES FOR STUDENTS IN NEED OF SUPPORT

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Safety and Mental health safety are important. If you find yourself in a state of distress, depression, or unsafe circumstances, please make use of any of the following resources should you seek counseling.

- [Office of Health Promotion and Awareness](#) staff can provide wellness coaching and a number of other supports. Appointments can be requested by calling 773-325-7129 or completing [this online intake form](#).
- [University Counseling Services](#) are operating remotely but still accessible during COVID-19.
    - Full-time and part-time DePaul students may schedule appointments with the University Counseling Service. Info here: https://offices.depaul.edu/student-affairs/support-services/counseling/Pages/default.aspx
    - The front desk staff is working remotely and will answer your call directly. If they are taking another call, please leave a message and your call will be returned within a business day. If you would like to be contacted by a counselor please call (773) 325-7779 or (312) 362-6923.
- [Dean of Students Office](#) provides critical support in times of need including administrative support, student advocacy, and identifying campus and community resources.
- The Office of Health Promotion and Wellness (HPW) provides holistic education, support and resources for individuals to establish and sustain long-term, healthy behaviors.
    - In light of the COVID-19 impact on the University, the Office of Health Promotion and Wellness programs and services remain open and can be accessible to students remotely. Students can meet with a staff member via Zoom. Appointments can be requested by calling 773-325-7129 or [completing this online intake form](#).

✏️ Course Schedule

This is a general outline for the course and is subject to change. Completing assignments, including readings, by the due date is critical to your ability to participate and therefore earn full credit for participation. If you foresee not being able to meet a deadline, please let me know as soon.

- Week 1-3: Phase 1 - Project Prep and Familiarity with Relevant Tools
- Week 4-5: Phase 2 - Making and playtesting
- Week 6-7: Phase 3 - Playtesting and refinement
- Week 7-9: Phase 4 - Playtesting and refinement
- Week 10-11: Phase 5 - Final showcase - TBD (end of May, early June, right before commencement)

You should have at least 1 devlog post for each of the phases listed above for a total of at least 5 devlogs

Please see announcements in D2L for the proposed modality schedule for the entire quarter. This is subject to change based on factors within and beyond our control though I do

ADDITIONAL RESOURCES EXTERNAL TO DEPAUL
- National Suicide Prevention Lifeline
    - Phone: 1-800-273-8255
    - Online chat feature: https://suicidepreventionlifeline.org/chat/
- National Domestic Violence Hotline
    - Available 24/7. Offers help in more than 200 languages. All calls are free and confidential.
    - Phone: 1-800-799-7233
    - Chat online with someone: https://www.thehotline.org/
- The Trevor Project
    - For young LGBTQ persons in crisis or in need of someone to talk to:
    - Phone: 1-866-488-7386
    - Text START to 678678
    - Chat online by visiting: https://www.thetrevorproject.org/get-help-now/
- Trans Lifeline
    - A peer support hotline runned by trans people for trans people.
    - Phone: 877-565-8860

Land Acknowledgement

At DePaul University, we acknowledge that we live and work on traditional Native lands that are home to well over one hundred different tribal nations. We extend our respect to all of them, including the Potawatomi, Ojibwe, and Odawa nations, who signed the Treaty of Chicago in 1821 and 1833. We also recognize the Ho-Chunk, Myaamia, Menominee, Illinois Confederacy, and Peoria people who also maintained relationships with this land.
We acknowledge that these sacred homelands were ruptured by the European invasion of the Americas. In 1493, Pope Alexander VI promulgated the Doctrine of Discovery, which seized Native lands and resources with impunity. This doctrine has been used by countries

✒ Course Schedule

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Please see announcements in D2L for the proposed modality schedule for the entire quarter. This is subject to change based on factors within and beyond our control though I do throughout the Americas, including the U.S., to legitimize colonial policies of displacement and genocide toward Native peoples and to justify colonial legacies of white superiority and global capitalism.

We appreciate that today Chicago is home to the sixth-largest urban Native population in the United States. We further recognize and support the enduring presence of Native peoples among our faculty, staff, and student body. And in the spirit of St. Vincent de Paul, we reaffirm our commitment, both as an institution and as individuals, to help make our community and our society a more equitable, welcoming, and just place for all. Statement from the DePaul Office of Institutional Diversity & Equity.