

GAM 230-410&441
INTRO TO GAME PRODUCTION (Lecture)

Wednesdays 10:00 AM - 1:15 PM CDM 228 Wednesday January 10th - March 13th

The end of the Quarter's regular classes is March

15th. Instructor: Jonathan Hey jhey@depaul.edu

jhey.depaul@gmail.com

Office hours: I will hold open office hours on Wednesdays in CDM 635 from 1:30-3:30 pm or contact me to arrange a Zoom session. Please see D2L.

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 realworld 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 realworld examples, students will apply the knowledge by creating their own budgets, schedules, resource allocations, and supporting documentation. We will also look at Intellectual Properties as regards video games.

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

Attendance This is a FLEX course. The delivery will be recorded and available shortly after the class ends on Wednesdays. Attendance is NOT required, although I appreciate it when you can make it to the class. There will be a fifteen-minute break at approximately 11:30 am.

<https://resources.depaul.edu/teaching-commons/teaching-guides/flexteaching/Pages/flex-course-modalities.aspx>

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

- **Final Assignment**
- You or your team will present your Final In-Class OR uploaded to D2L as this is a FLEX course and attendance is NOT required.
- We will meet starting at 8:45 AM in CDM 228 on March 20th, 2024.
- We have to be done by 10:45 AM
- Use the Game Design Document Template 2023 (Word and PDF available on D2L)
- Present your document IN-class if you can be in attendance.
- You **MUST** upload your completed Final Assignment Document (Game Design Template 2022) to D2L Submission Folder.
- 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 the names (team members) are there.

The Final is Due in D2L Submissions folder by Wednesday March 20th, 2024.

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

Please see: <https://resources.depaul.edu/coronavirus/Pages/default.aspx>

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 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](http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx). 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

Class Assignments Schedule:

Please note, if you are *more* than one week late uploading your Assignments to D2L, your grade will be lowered by one degree for example: A becomes B, etc.

1. Assignment 1 due January 17th, 2024
2. Assignment 2 due January 24th, 2024
3. Assignment 3 due January 31st, 2024
4. Assignment 4 due February 7th, 2024
5. Assignment 5 due February 14th, 2024

6. Assignment 6 due February 28th, 2024

7. Assignment 7 due March 6th, 2024

Final Assignment due delivered In-Class in CDM 228 OR posted to D2L by March 20th, 2024 as this is a FLEX course and attendance is NOT required.

The Final Exam schedule is on Wednesday March 20th at 8:30am-10:45am

Please note there are approximately 2 weeks to prepare for your Final.