

GAM 224: Game Design for Non-Majors

Class Time: Monday 5:45PM to 9:00PM

Location: Lewis 1507

Instructor: JJ Bakken

Office: CDM building, room 434

Office hours: Thursday: 5:30-7:00pm

Email: jbakken@depaul.edu

COURSE DESCRIPTION

GAM 224 provides students with a practical foundation in game design with a focus on concept development, design decomposition, and analog prototyping. Using game design theory, analysis, physical prototyping, playtesting, and iteration students learn how to translate game ideas, themes, and metaphors into gameplay and player experiences. Students will further be exposed to the basics of effective game idea communication. (This is a non-digital course, all games created will be analog).

LEARNING OBJECTIVES

Students will learn to:

- develop the vocabulary and critical understanding to describe and analyze the components of games and gameplay experiences
- develop a game idea from concept to playable, analog prototype,
- use common methods for documenting game designs such as game design documents and playtesting reports,
- communicate their game ideas through pitch, prototype and presentation

WRITING EXPECTATIONS

Students will be expected to complete a minimum of 2,400 words of writing for this course. It should be proofread and clear. Consult DePaul's Writing Center if you require assistance.

REQUIRED TEXT

- Fullerton, Tracy. *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Third Edition. CRC Press. 2014.
- Other relevant readings will be made available on D2L under "contents" throughout the quarter.

COURSE POLICIES

- **Attendance:** You are expected to attend all classes and participate in class activities as scheduled. Arrival more than 10 minutes late for class will constitute an absence. Students are responsible for material they may have missed due to absence or tardiness. Absences of two or more will result in a lower grade, absences of 4 or more will be given an F in the class.
- Cell phones and laptops are not to be used during class. If you need to use your phone, please step into the hall
- All assignments will be submitted to Dropbox on D2L and are due before class on the due date. Late assignments are marked down a letter grade a day for 2 days and after that are not accepted. If your assignment is one day late you get no better than a B, if two days late a C, and after that a zero.
- Papers must conform to the course guidelines on references and documentation. Use of sources without attribution constitutes plagiarism, a serious violation of academic integrity. Consult the assignment handouts or the instructor if you have questions about how or what to document.

ORGANIZATION AND ASSESSMENT

GAM 224 will meet once a week. Generally, our class sessions will combine lectures on game design topics, with analysis of particular games and in-class activities designing and playing games. Students are expected to attend all classes and do the assigned reading and homework before class time.

Student progress will be assessed through a combination of homework assignments, game analysis papers on a game of student's choice, a group game design project, and class participation.

GRADING:

Late assignments are marked down a letter grade a day for 2 days and after that are not accepted. If your paper is 1 day late you get no better than a B, if 2 days late a C, and after that a zero. If you have a severe situation that justifies late work, please let me know before the deadline and we can find a solution.

- A = 91+
- A- = 90
- B+ = 89
- B = 88-81
- B- = 80
- C+ = 79
- C = 78-71
- C- = 70
- D+ = 69
- D = 68- 61
- D - = 60
- F = 59 or lower

COLLEGE POLICIES

- Plagiarism: It is your professional responsibility to ensure that all submitted work is your own. Please read DePaul's policy on plagiarism and other academic integrity violations at:<http://academicintegrity.depaul.edu/ContributionFolder/Resources/Students/ViolationDefinitions.html#aiPlagiarism>
- 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: cdm.depaul.edu/enrollment.
- Student rights: You have rights as a student. To learn about these rights please read DePaul's policies for students regarding student rights, located here <http://sr.depaul.edu/catalog/catalogfiles/current/undergraduate%20student%20handbook/pg51.html>
- Incomplete: An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final and approved by the Dean of CDM, the School of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

- 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: csd@depaul.edu.

DePaul University
 Center for Students with Disabilities - Lewis Center 1420
 25 East Jackson Boulevard
 Chicago, IL 60604-2287
 312.362.8002 main phone

TENTATIVE CLASS SCHEDULE

This schedule is subject to change throughout the semester and will be adapted to fit the needs of the students.

Class	Overview
Week 1	<p>Lecture: Course and Syllabus Overview What's a Game Designer?</p> <p>Assignment Reading: Game Design Workshop Chapter 1 and 3 Reading: Doug Church: formal, abstract design tools (article on D2L) Game Analysis Papers and Thesis One Page Game Idea #1</p>
Week 2	<p>Lecture: Games, What are they Made of? All You Need is Verbs</p> <p>Assignment Reading: GDW Chapter 5 and 6 One Page Game Design #2</p>
Week 3	<p>Lecture: Meaningful Play Roots of Games Themes and Meaning</p> <p>Assignment Reading: Soren Johnson: Theme is not Meaning (article on D2L) Modify a broken game</p>
Week 4	<p>Lecture: The Experience of Play Core Mechanic Types</p> <p>Assignment Reading: GDW Chapter 4 and 10 Experience Game Design Game Analysis Thesis 2 DUE: Game Analysis Paper 1</p>
Week 5	<p>Lecture: Story and Games</p> <p>Assignment Reading: GDW Chapter 12 and 13 Team formation & Schedule document One sentence pitch</p>

Class	Overview
Week 6	<p>Lecture: Teamwork Analog Prototyping</p> <p>Assignment Reading: GDW Chapter 7 and 9 Game Analysis Paper #2 Final game One pager description</p>
Week 7	<p>Lecture: Playtesting The Development Cycle</p> <p>Assignment - Rules of Play Ch 26 Game design pillars Project progress report #2 Bring prototype to class DUE: Game Analysis Paper 2</p>
Week 8	<p>Lecture: Pitch Presentations Purposeful Game Design</p> <p>Assignment Final Project presentation content</p>
Week	<p>Lecture: Game Culture</p> <p>Assignment Rules of Play CH 29, 31, 33 Progress Report #3</p>
Week 10	<p>Student Game Pitch Presentations In-class work-session for final project</p> <p>Assignment Final board game prototype</p>
Week 11	Final Game Showcase