GAM 226: Fundamentals of Game Design

Class Time: Tuesday 5:45PM to 9:00PM
Location: Lewis 1007
Instructor: JJ Bakken

Office: CDM building, room 434
Office hours: Thursday: 5:30-7:00pm
Email: jbakken@depaul.edu

COURSE DESCRIPTION
GAM 226 provides students with a practical foundation in game design with a focus on concept development, design analysis, and 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.

PREREQUISITES: none

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, analogue 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 3,000 words of writing for this course. It should be proofread and clear. Consult DePaul's Writing Center if you require assistance.

D2L
We are using D2L (http://d2l.depaul.edu) and all course materials including weekly lecture slides and class info are available through D2L under "contents". Assignments are submitted to through Submissions on D2L

REQUIRED MATERIALS
- Upton, Brian. *Situational Game Design*, First Edition. CRC Press. 2017 ISBN 9781138031814

- Other relevant readings will be made available on D2L under "contents" throughout the term.

RESOURCES: As a student in the class, you have access to the CDM Gaming labs (see http://defrag.depaul.edu for details). If you're working on an assignment, you have priority for the use of the lab hardware and software. Student ID is required to use the labs.

COURSE POLICIES
- Late Work: Late work of any kind is not accepted. Assignments are to be turned in on their due dates. If an assignment is not turned in by the due date, it will not be accepted and is given a zero.

- Attendance: You are expected to attend all classes and participate in class activities as scheduled. Class will start promptly and attendance will be taken. Arrival more than six minutes late for class will constitute an absence. Students are individually responsible for material they may have missed due to absence or tardiness.

- The design presentations must be made on the presentation date unless other arrangements are made in advance. Assignments (except for designated group assignments) must represent a student's individual effort. While students are permitted to discuss assignments at the conceptual level, under no circumstances should students share specific answers (electronically or otherwise).

- 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.

- This class has a “no-screens” policy. During class your attention should not be divided between classroom activities and electronic devices, including laptops, smart phones, tablets, etc. Should you need to answer a call during class, students must leave the room in an undisruptive manner.

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.

ORGANIZATION AND ASSESSMENT
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.

- Game Analysis Papers – 20%
- Design Project – 25%
- Participation (including in-class activities) – 15%
- Assignments – 40%

GRADING:
- Grand total of 100 possible points.
- A = 93+
- A- = 90-92
- 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

GAME ANALYSIS PAPERS
Each student will perform an in-depth analysis of a single video game title of their choice. The following will be required:
- Substantial play-time with the title, sufficient to master game play and to encounter most of the game's components. (Playing the game all the way through would be ideal but not practical for many titles.)

- Researching the game's community presence through FAQ files, walk-throughs, fan sites and other documents.

- Writing 2 game analysis papers. Each paper needs to be **1,500 words long** and each have a different analysis focus. Papers have to be turned in on the due date before class to Submissions folder on D2L. For details on Game Analysis assignment, see Game Analysis handout on D2L under “contents”.

DESIGN PROJECT

Students will work in teams on a game design project. Each team will present its project work to the class on designated days. Contribution to the project will be assessed via a peer-assessment protocol. For details on Design Project Assignments see Design Project handout on D2L under “contents”.

COLLEGE POLICIES

- 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.

- 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#aiPlagarism

- 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.

- Preferred Name & Gender Pronouns: Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the quarter so that I may make appropriate changes to my records. 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 http://policies.depaul.edu/policy/policy.aspx?pid=332

- 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

Important Dates:
Mar 30: Begin All Classes
Apr 12: Last day to drop classes with no penalty.
Apr 13: Last day to withdraw from classes
Jun 08: Begin Day & Evening classes final exams
Jun 14: End Day & Evening final exams
Jun 21: Grades Due

TENTATIVE CLASS SCHEDULE
Please note that some of these sessions and readings may change during the course. Please check the schedule on D2L for updates.

Class	Overview
Week 1	**Lecture**: Course and Syllabus Overview | What's a Game Designer? **Assignment** Reading: Situational Game Design CH 1 and 2
Week 2	**Lecture:** Situations, Constraints, Moves
Week 3	**Lecture:** Game Analysis **Assignment** Reading: Situational Game Design CH 3

Class	Overview
Week 4	**Lecture:** Playfulness **Assignment** Reading: Situational Game Design CH 4
Week 5	**Lecture:** Anticipation **Assignment** Reading: Situational Game Design CH 5 Team formation & Schedule document | One sentence pitch
Week 6	**Lecture:** Goals **Assignment** Reading: Situational Game Design CH 6 **DUE: Game Analysis Paper 1** Final game One pager description
Week 7	**Lecture:** Methods **Assignment** Reading: Situational Game Design CH 7 Game Analysis Paper #2 | **Bring prototype to next class**
Week 8	**Lecture:** Narrative **Assignment** Reading: Situational Game Design CH 8
Week 9	**Lecture:** Meaning **Assignment** **DUE: Game Analysis Paper 2**
Week 10	**Lecture:** User Generated Content |Student Game Pitch Presentations **Assignment** Final board game prototype
Week 11	Final Game Prototype Due