

Course: GAM 206 Instructor: Hey

Summary of Course

GAM 224: Game Design for Non-Majors (Section 201)

Term: 2017 Winter

LPC Tu-Th 1:00 PM to 2:30 PM LEVAN 305

Instructor: Jonathan Hey

Office Hours: Richardson Library on Tuesdays and Thursdays 8:30-9:30 AM and Wednesdays 1:00-5:00 PM. Or by appointment.

Email (preferred): jhey@depaul.edu
[also jhey.depaul@gmail.com]

Jon Hey's mobile number - voice and text (773) 443-7877 - Feel free to contact me here via call or text, especially if some question or other situation arises that needs to be addressed quickly.

Description

Summary

This course approaches the study of games from several angles:

1. As examples of physical media (objects) that can be analyzed and critiqued for their thematic elements, formal structure (“rules”), plot and interactive appreciation;
2. As cultural artifacts with behaviors and associations comparable in import to other popular art forms.
3. Creating (in-class lab) games and doing game design exercises – mostly using paper material, cards, boards, randomness devices (dice, specific rules cards, others)
4. Assessing complex software subject to technological constraints and the product of a labor-intensive design and implementation process. While not coding software (most likely), we will review electronic games.

Students will study the principles of game design and use them to analyze existing games and to develop their own original games. Students will also learn about the process of game development, starting from the game's narrative concept and moving to consideration of a game's components: the representation of the player, of artifacts, the virtual world that contains them, and the interaction between them and the player.

During class, we will often alternate between lectures, in-class activities (games, game-play movies) and discussions. Minimum expectations include reading the assigned material before class, bringing the required materials, and attending all classes.

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.

Textbooks and printed resources

Course Readings and Supplies

There is no required textbook for the class. There will be a variety of readings made available on-line and/or distributed in class. Readings and Materials are subject to change, modification, additions and substitutions. D2L is the starting resource for all course material.

PDF Full Texts available on D2L include (but not limited to):

- Challenges for Game Designers by Brenda Brathwaite and Ian Schreiber (347 pages)
- Game Design Workshop by Tracy Fullerton (491 pages)
- The Art of Game Design – A Book of Lenses by Jesse Schell (518 pages)
- Gamification by Design by Gabe Zichermann and Christopher Cunningham (210 pages)
- Foundations of Gameplay by Jussi Holopainen (168 pages)
- The Design of Everyday Things by Don Norman (270 pages)

I will be excerpting only parts of the above references for use in class and as reading material and exercises. You will not need to be responsible for reading the entirety of each book listed above. I do recommend that you

download each of those listed above from D2L to your own PC(s) and tablet(s) so you have them available “locally” and for future use.

Resources

Students in the class will have access to the game library housed in the Computer Game Lab CDM 536.

<http://www.cdm.depaul.edu/Current%20Students/Pages/LabsAndResources/Lab536.aspx>

Students performing assignments have priority for the use of the games. You will be required to provide your student ID when checking out games.

There are also games available via the Richardson Library at the Lincoln park Campus.

The D2L (Desire to Learn) web site will be an important resource for the course. All information, assignments, grading, readings, links will be on D2L. The D2L site will provide many resources and links to pursue via web search for researching games.

Supplies

You need to purchase (you may already own these):

- A standard deck of playing cards (\$1.00 at a dollar store, or a little more at a grocery or drug store)
- One pair of standard 6-sided dice (around \$2.00 at a grocery or drugstore, Bicycle brand dice come five to a package, so you can share a package between two people or 2 packages “covers” 5 people)
- One package of 100 UN-ruled 5x8 index cards (\$3.99 at Staples as an example)
- One box Cra-Z-Art Classic Super Washable Fineline Markers, 10/Pack (\$2.49 at Staples as an example) – or equivalent similar set of colored markers.
- Other paper prototype material as required by the scope of your design projects.

Prerequisites

None

Grading

1. Your course grade will be calculated as follows:

“Minor” Assignments - Four = 50 points each

“Major” Assignments – Four = 3 @ 100 points each, 1@ 200 points

Analysis Summaries – Four = 50 points each

Final Project = 300 points

Total Points = 1200

A= 1092 points or above (91% +)

A minus = 1080-1091 points (90%)

B plus = 1068-1079 points (89%)

B = 972-1067 points (81%-88%)

B minus = 960-971 points (80%)

C = 840-970 points (70%-79%)

D = 720-839 points (60%-69%)

F = 719 or less points (less than 60%)

The number and value of assignments is subject to change. [The grading percentages will remain even if the total number of points is increased or decreased.]

Policies and School Policies

Policies

Students are expected to attend all classes and participate in in-class exercises. Class will start promptly. Students are individually responsible for material they may have missed due to absence or tardiness, including obtaining readings handed out in class. Students are responsible for reading assigned material before class.

All assignments and class material will be submitted and available at the D2L site.

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.

School Policies

Online Instructor Evaluation

Course and instructor evaluations are critical for maintaining and improving course quality. To make evaluations as meaningful as possible, we need 100% student participation. Therefore, participation in the School's web-based academic administration initiative during the eighth and ninth week of this course is a requirement of this course.

Email

Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at <http://campusconnect.depaul.edu/> is correct.

Plagiarism

The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

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 the School of Computer Science, Telecommunications and Information Systems. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

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: csd@depaul.edu.

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