

Name: FUNDAMENTALS OF GAME DESIGN

Course #: GAM-226-**401**

Time: Monday/Wednesday 10:10 – 11:40 AM

Campus: LOOP

Room: CDM 224

Name: FUNDAMENTALS OF GAME DESIGN

Course #: GAM-226-**402**

Time: Monday/Wednesday 11:50 AM – 1:20 PM

Campus: LOOP

Room: CDM 216

Instructor: Jonathan William Hey (Jon) (Lecturer) MBA-University of Chicago

Office: CDM 635

Phone: (773) 443-7877 (mobile and text) Feel free to contact me at any time.

Email:

jhey@cdm.depaul.edu

or jhey.depaul@gmail.com

Office and Advising Hours: Please see instructor page at the CDM website.

COURSE DESCRIPTION

GAM 226 provides students with a practical foundation in game design with a focus on concept development, design decomposition, and prototyping. Using game design theory, analysis, physical prototyping, play testing, and iteration students learn how to translate game ideas, themes, and metaphors into gameplay, game pitches, and design documents.

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 play testing reports, Communicate their game ideas effectively through a game pitch.

Prerequisites

None

Grading Policy

The figures below are a percentage of the total points of all assignments.

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

Textbooks and Printed Resources

REQUIRED MATERIALS (Not necessary to buy hard copy, PDFs available)

Fullerton, T. (2007). **Game Design Workshop**: A playcentric approach to creating innovative games. Burlington, MA: Morgan Kaufmann Publishers.

Schell, J. (2008) **The Art of Game Design A Book of Lenses**. Burlington, MA: Elsevier Inc.

Other recommended reading as listed in the weekly listings.

GAME DESIGN JOURNAL

You are expected to bring a game design journal (any notebook will work well) to class. You will be asked to write in your game design journal: (a) during class and (b) to write down ideas you have outside of class. This will help you learn to see life through the eyes of a game designer. As your game designer eyes develop (focus) you will find that game ideas will pop up everywhere and the journal will provide a place to collect them for future reference. You might also be asked to present ideas from your design journal.

TEAMS

You may work on Assignments (where they are NOT specifically identified as Individual Assignments) in a team. Your team may not be more than three people. Individuals may certainly choose to do their own work. Teams of 2 or 3 people are acceptable.

RESOURCES

As a student in the class, you have access to the CDM Gaming lab (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.

Policies:

Attendance

You are expected to attend all classes and participate in class activities as scheduled.

Late assignments

Late assignments will be accepted upon arrangement with me. Please contact me as soon as you know you cannot meet the deadline.

Please note that some of the main assignments for this class consist of in-class play testing of your projects. Since these assignments require your presence on the day of play testing, deadlines are fixed and extensions cannot be granted. Plus, you will (or may be) be working in teams.

While this class does not emphasize essay writing, game rules and text are expected to be clear, spellchecked, and demonstrate a high proficiency in written English. The Writing Center offers free one-on-one professional advice from published writers about all types of academic, creative, and professional writing and oral presentations. Go to <http://condor.depaul.edu/writing/> for more information and to set up appointments.

Email

Email is the preferred means of communication between faculty and students enrolled in this course outside of class time. My email is jhey@cdm.depaul.edu or jhey.depaul@gmail.com

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 Teaching Evaluation

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 <http://campusconnect.depaul.edu>

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. 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

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. Lewis Center 1420, 25 E. Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296

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](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 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 who feel they may need an accommodation based on the impact of a disability should contact me privately to discuss their specific needs. All discussion will remain confidential. To ensure that you receive the most reasonable accommodation based on your needs, contact me as early as possible in the quarter (preferably within the first week of the course) and be sure to contact the following office for support and additional services.

Week 1:

Introduction, course overview and pragmatics

Role of the game designer

Brainstorming (blank cards)

Reading:

GDW CH1: Role of Game Designer

The Art of Game Design Intro

The Art of Game Design Chapter 1

Assignment 1: due start Week 2

For a Game Design Exercise:

Categories (Randomly Distributed) everyone creates one of each:

- **Theme** – examples Medieval, The Year 2525 ... (RED)
- **Genre** – examples Puzzle, First Person Shooter ... (BLUE)
- **Core Aesthetic** – examples Fantasy, Exploration ... (YELLOW)
- **Objective** – examples Race, Kill (Eliminate) ... (win condition) (GREEN)
- **Point of Game** – “gamification, learning, training, education, social, entertainment...” (PURPLE)

Write out on a 5X7 card ONE EACH of the above Categories. You may mark your card with the appropriate color with a dashed line or other marker. Make sure you designate on each card whether it is “Theme”, “Genre”, etc.

Due 9-10-2018 --- Further Assignments Forthcoming.