triOS COLLEGE
BUSINESS ◆ TECHNOLOGY ◆ HEALTHCARE

Video Game Analysis & Technical Design
Video Game Design & Development + Internship

Course Outline:

Course Code:	VGTD
Course Name:	Video Game Analysis & Technical Design
Length:	100 Hours – 20 Days
Instructor:	Ross Driedger
Email:	Ross.driedger@trios.com CC: ross@earz.ca

Revision:	Version 1.1 – April 2013

Course Description:

This course introduces students to the historical development of video games and the social and cultural affects video games have on society. An analysis of existing video game mechanics, technical design and implementation will allow students to approach video game development from a technical perspective. Moreover, this course discusses business models, project/team management techniques and industry relationships necessary to manage large scale video game development.

Course Performance Objectives:

Knowledge	1. Define historical video games that have impacted the video game industry 2. Understand the core structures and procedures involved in video game production 3. Identify the important design features and core mechanics of a video game 4. Prepare the appropriate video game documentation 5. Understand the business and Intellectual Property (IP) aspects of video game development
Skills	1. Analyze existing video games and identify their key features and core mechanics 2. Discuss the key features of each video game genre 3. Create a game concept and pitch 4. Prepare GDD and TDD documentation 5. Analyze and prepare contracts, business plans, schedules, and marketing plans for a video game concept

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Student Course Resources:

Textbook(s):	Introduction to the Video Game Industry & Video Game Technical Design triOS Courseware 2012
Software:	Microsoft Office Suite Microsoft Visio

Course Evaluation Method:

Tests (4)	30%
Final Project	60%
Professional Performance*	10%

- Professional performance includes attendance, punctuality, participation in class, completion of all assignments & class preparation.

Evaluation Scale:

A	100 – 90 %	**B**	89 – 80 %	**C**	79 – 70 %
D	69 – 60 %	**F**	59 – 0 %		

- Student that miss tests or final project submission due to medical reasons and can provide a doctor's note will be given a chance for resubmission at a later date to be determined.
- The consequence for submitting a plagiarized purchased or in any manner inappropriately negotiated or falsified test, project, or any evaluated material is a grade of zero on the material.

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Daily Plan At a Glance Outline:

<table>
<tr><td colspan="5" align="center">WEEK 1</td></tr>
<tr><td>DAY

Criteria</td><td>DAY 1</td><td>DAY 2</td><td>DAY 3</td><td>DAY 4</td></tr>
<tr><td>Lecture</td><td>History of Video Games</td><td>The Design Process & Rules of Play</td><td>Gameplay & Core Mechanics</td><td>Action, Strategy, RPG & Sport Games</td></tr>
<tr><td>Activity</td><td>Ch.1 Exercises</td><td>Ch.2 Exercises

Start Final Project</td><td>Ch.3 Exercises</td><td>Ch.4 Exercises</td></tr>
<tr><td>Reading</td><td>Ch.1
Ch.1PPTs</td><td>Ch.2
Ch.2 PPTs</td><td>Ch.3
Ch.3 PPTs</td><td>Ch.4
Ch.4 PPTs</td></tr>
<tr><td colspan="5" align="center">DAY 5</td></tr>
<tr><td>Test 1</td><td colspan="4">• Day 1 – 4 Comprehensive Test</td></tr>
<tr><td>Activity</td><td colspan="4">• Exercise Completion
• Final Project Milestones</td></tr>
</table>

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Daily Plan At a Glance Outline:

WEEK 2				
DAY / **Criteria**	**DAY 6**	**DAY 7**	**DAY 8**	**DAY 9**
Lecture	Simulation, Adventure, Puzzle, and Online Games	Documenting the Idea & GDDs	TDDs, ADDs & UML	Teams & Engineering
Activity	**Ch.5 Exercises**	**Ch.6 Exercises**	**Ch.7 Exercises**	**Ch.8 Exercises**
Reading	**Ch.5** **Ch.5 PPTs**	**Ch.6** **Ch.6 PPTs**	**Ch.7** **Ch.7 PPTs**	**Ch.8** **Ch.8 PPTs**

DAY 10	
Test 2	• Day 6 – 9 Comprehensive Test
Activity	• Exercise Completion • Final Project Milestones

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Daily Plan At a Glance Outline:

WEEK 3				
DAY / **Criteria**	**DAY 11**	**DAY 12**	**DAY 13**	**DAY 14**
Lecture	Production Flow, Roles & Contracts	Cycles, Risk, Post-mortems & QA Testing	Startups & Budgeting	IP & Marketing
Activity	**Ch.9 Exercises**	**Ch.10 Exercises**	**Ch.11 Exercises**	**Ch.12 Exercises**
Reading	**Ch.9** **Ch.9 PPTs**	**Ch.10** **Ch.10 PPTs**	**Ch.11** **Ch.11 PPTs**	**Ch.12** **Ch.12 PPTs**

DAY 15	
Test 3	• Day 11 – 14 Comprehensive Test
Activity	• Exercise Completion • Final Project Milestones

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Daily Plan At a Glance Outline:

WEEK 4				
DAY Criteria	DAY 16	DAY 17	DAY 18	DAY 19
Activity	Project Milestone Completion	Project Milestone Completion	Project Milestone Completion	Project Milestone Completion
Reading	Ch.1-12	Ch.1-12	Ch.1-12	Ch.1-12

DAY 20	
Activity	• Complete All Milestones & Submit Final Project