



Graduate Course Syllabus

IT 518: Game Design and Development

Center: Online

Course Prerequisites

IT 511

Course Description

An introduction to tools and techniques used in computer game design and development, and applications for entertainment games, serious games, and business simulations. Includes an analysis of the concepts and tools used in computer game artificial intelligence, interaction of three-dimensional objects, story-boarding, and other areas. Students will have the opportunity to work with computer game engines, editors, and programming languages used in the professional game development community.

Course Outcomes

- Implement basic interactive games based on specifications in game design documents
- Create intuitive game designs through the use of appropriate game design techniques and methods
- Develop components of game design documents that reflect informed decisions about the design, purpose, and development tools of professional game projects
- Create basic production and post-production plans based on analysis of contemporary trends and issues in the game industry

Required Materials

Using your learning resources is critical to your success in this course. Please purchase directly through SNHU's online bookstore, [MBS Direct](#), rather than any other vendor. Purchasing directly from the bookstore ensures that you will obtain the correct materials and that the Help Desk, your advisor, and the instructor can provide you with support if you have problems.

The Art of Game Design: A Book of Lenses

Jesse Schell

CRC Press

Second Edition

2015

ISBN: 978-1-4665-9864-5

LiveCode

Go to <https://livecode.com/> and download the free application.

Instructor Availability and Response Time

Your class interaction with the instructor and your classmates will take place on a regular, ongoing basis. Your instructor will be actively engaged within the course throughout the week. You will normally communicate with your instructor in the weekly discussions or the General Questions discussion topic so that your questions and the instructor's answers benefit the entire class. You should feel free, however, to communicate with your instructor via SNHU email at any time, particularly when you want to discuss something of a personal or sensitive nature. Your instructor will generally provide a response within 24 hours.

Grade Distribution

Assignment Category	Number of Graded Items	Point Value per Item	Total Points
Discussions	7	20	140
Activities	2	40	80
Course Journals	2	30	60
Project Journals	2	65	130
Project Status Journals	4	5	20
Final Project Part II Milestone One	1	105	105
Final Project Part II Milestone Two	1	115	115
Final Submission: Final Project Part I	1	150	150
Final Submission: Final Project Part II	1	200	200
		Total Course Points:	1,000

This course may also contain practice activities. The purpose of these non-graded activities is to assist you in mastering the learning outcomes in the graded activity items listed above.

University Grading System: Graduate

Total Points. 1000				
Grade	Numerical Equivalent	Points	Points Equivalent	
			Lower	Upper
A	93-100	4.00	930	1000
A-	90-92	3.67	900	929
B+	87-89	3.33	870	899
B	83-86	3.00	830	869
B-	80-82	2.67	800	829
C+	77-79	2.33	770	799
C	73-76	2.00	730	769
F	0-72	0.00	0	729
I	Incomplete			
IF	Incomplete/Failure*			
W	Withdrawn			

* Please refer to the [policy page](#) for information on the incomplete grade process.

Grading Guides

Specific activity directions, grading guides, posting requirements, and additional deadlines can be found in the Assignment Guidelines and Rubrics section of the course.

Weekly Assignment Schedule

All reading and assignment information can be found within each module of the course. Assignments and discussion posts during the first week of each term are due by 11:59 p.m. Eastern Time. Assignments and discussion posts for the remainder of the term are due by 11:59 p.m. of the student's local time zone.

In addition to the textbook readings that are listed, there may be additional required resources within each module.

Module	Topics and Assignments
1	Starting the Game Development Process <i>The Art of Game Design: A Book of Lenses</i> , Chapters 1, 2, and 23 1-1 Discussion: Starting the Game Development Process 1-2 Activity: Pseudocode 1-3 Final Project Review
2	Mockups <i>The Art of Game Design: A Book of Lenses</i> , Chapters 8 and 9 2-1 Course Journal: The Development Platform 2-2 Project Status Journal: GUI Mockups and Implementation Introduction

3	Application: Mockups and Implementation <i>The Art of Game Design: A Book of Lenses</i> , Chapters 13, 30, and 31 3-1 Discussion: GUIs in Games 3-2 Project Journal: Final Project Part I GUI Mockups and GUI Implementation
4	About Screen and Instructions <i>The Art of Game Design: A Book of Lenses</i> , Chapters 3 and 14 4-1 Discussion: Helping the Player 4-2 Project Journal: About Screen and Instructions 4-3 Project Status Journal
5	Game Design Documentation <i>The Art of Game Design: A Book of Lenses</i> , Chapters 15, 17, 18, 19, and 24 5-1 Discussion: Creating an Experience 5-2 Final Project Part II Milestone One: Game Design Documentation 5-3 Project Status Journal
6	Finalizing the Executable <i>The Art of Game Design: A Book of Lenses</i> , Chapters 20 and 25 6-1 Discussion: Infested With Bugs 6-2 Final Project Part I Final Submission: Basic Executable Game
7	The Player, the GUI, and the Feedback <i>The Art of Game Design: A Book of Lenses</i> , Chapters 16 and 32 7-1 Discussion: Future GUI Innovations 7-2 Activity: GUI Mockups 7-3 Project Status Journal
8	Production Plan <i>The Art of Game Design: A Book of Lenses</i> , Chapter 26 8-1 Course Journal: The Scale of Production 8-2 Final Project Part II Milestone Two: Pseudocode, Production, and Post-Production
9	Post-Production Plan <i>The Art of Game Design: A Book of Lenses</i> , Chapters 21 and 22 9-1 Final Project Part II Final Submission: Abbreviated Game Design Document
10	Reflection <i>The Art of Game Design: A Book of Lenses</i> , Chapters 27, 28, and 29 10-1 Discussion: Reflection and Postmortem

Attendance Policy

Online students are required to submit a graded assignment/discussion during the first week of class. If a student does not submit a posting to the graded assignment/discussion during the first week of class, the student is automatically withdrawn from the course for non-participation. Review the [full attendance policy](#).

Late Assignments Policy

Meeting assigned due dates is critical for demonstrating progress and ensuring appropriate time for instructor feedback on assignments. Students are expected to submit their assignments on or before the due date. Review the [full late assignment policy](#).

SNHU College of Online and Continuing Education Student Handbook

Review the [student handbook](#).

ADA/504 Compliance Statement

Southern New Hampshire University is dedicated to providing equal access to individuals with disabilities, including intellectual disabilities, in accordance with Section 504 of the Rehabilitation Act of 1973, Title III of the Americans with Disabilities Act (ADA) of 1990, and the ADA Amendments Act of 2008. The university prohibits unlawful discrimination on the basis of disability and takes action to prevent such discrimination by providing reasonable accommodations to eligible individuals with disabilities.

As soon as you become aware of a disability, we encourage you to contact the Online Accessibility Center (OAC) to discuss accommodations for which you may be qualified. Reasonable accommodations are established through an interactive process between the student and the OAC. Note that accommodations are not retroactive and that disability accommodations are not provided until an accommodation letter has been processed.

Contact Information:

Online Accessibility Center

Phone: 866-305-9430

Email: oad@snhu.edu

For questions concerning support services, documentation guidelines, or general disability issues, visit the [Online Accessibility Center](#) website.

If you feel you have been denied appropriate disability-related accommodations, including appropriate auxiliary aids and services, you may file a grievance as described in the ADA/504 Grievance Policy found on the [Disability Services](#) webpage.

Academic Honesty Policy

Southern New Hampshire University requires all students to adhere to high standards of integrity in their academic work. Activities such as plagiarism and cheating are not condoned by the university. Review the [full academic honesty policy](#).

Copyright Policy

Southern New Hampshire University abides by the provisions of United States Copyright Act (Title 17 of the United States Code). Any person who infringes the copyright law is liable. Review the [full copyright policy](#).

SNHU College of Online and Continuing Education Withdrawal Policy

Review the [full withdrawal policy](#).

Southern New Hampshire University Policies

More information about SNHU policies can be found on the [policy page](#).

Student Work Samples

For the purpose of continuous improvement of our educational training, Southern New Hampshire University's College of Online and Continuing Education may, on occasion, utilize anonymous student work samples for internal professional development and staff training. If you have any questions or concerns, contact your advisor. If you would like to withdraw permission for use of your work, please email assessmentcalibration@snhu.edu.