



## Undergraduate Course Syllabus

### IT 303: Design of Virtual Game Environments

Center: Online

#### Course Prerequisites

GAM 207 or IT 207

#### Course Description

This course takes the student through the process of designing a computer game. Included are the components of background story, character development, concept art, video trailers, marketing materials, project management tools, and game merchandising. Students create a professional website that illustrates the design of their game in such a fashion as if the game has already been created. Various commercial computer game websites will be analyzed for their presentation and marketing techniques. Students may work on more than one project according to the class demands for their individual skills. Students learn promotional techniques of their game design in order to facilitate the funding for the production of their game design. Basic game theory is also covered, from very simple games to the more complex, with applications using web-based examples.

#### Course Outcomes

- Compare and contrast the computer game design process and computer game development process
- Identify and apply the classical steps used in the design of computer games
- Design and produce promotional components of a computer game, such as a real-world concept document
- Create game snippets that demonstrate principles of computer game design theory

#### 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.

#### *Fundamentals of Game Design*

Ernest Adams

New Riders/Pearson

3<sup>rd</sup> Edition

2014

9780321929679

This course requires the use of GameMaker 8.1 Lite software for Windows. You can download this version from:  
<http://www.yoyogames.com/download/windows/lite>

Note to Mac users: Due to potential incompatibilities, the Mac version of this software cannot be used in the course. You will need to install a virtual Windows environment on your Mac which will allow you to install and run any Windows-based software. Instructions on how to obtain the necessary software at no charge can be found at:  
<https://my.snhu.edu/Offices/ITS/IS/resources/Documents/Install%20Windows%20on%20a%20Mac%20Manual.pdf>

### **Instructor Availability and Response Time**

Your class interaction with your instructor and your classmates will take place in Blackboard on a regular, ongoing basis. Your instructor will be active in Blackboard at least five days a week, and you will normally communicate with your instructor in the open Blackboard discussion forum so that your questions and the instructor's answers benefit the entire class. You should send emails directly to your instructor only when you need to discuss something of a personal or sensitive nature, and in those cases 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	8	25	200
Short Papers	3	50	150
Activity	7	29	203
Research Paper	1	100	100
Final Project	1	350	350
		<b>Total Course Points:</b>	1,003

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: Undergraduate

<u>Grade</u>	<u>Numerical Equivalent</u>	<i>Total Points. 1,003</i>	
		<u>Points</u>	<u>Points Equivalent</u>
			<i>Lower Upper</i>
A	93-100	4	933 1003
A-	90-92	3.67	903 932
B+	87-89	3.33	873 902
B	83-86	3	832 872
B-	80-82	2.67	802 831
C+	77-79	2.33	772 801
C	73-76	2	732 771
C-	70-72	1.67	702 731
D+	67-69	1.33	672 701
D	60-66	1	602 671
F	0-59	0	0 601
I	Incomplete		
IF	Incomplete/Failure*		
IP	In Progress (past end of term)		
W	Withdrawn		

\*Incomplete and Incomplete/Failure: Any student requesting an "I" grade must complete a Student Petition and Contract for a Grade of Incomplete and submit it to the proper offices prior to the final day of the term/semester. The petition will specify a deadline by which the coursework must be completed. The incomplete automatically becomes an "IF" if work has not been completed and a grade has not been submitted by the specific deadline.

### Grading Guides

Specific activity directions, grading guides, posting requirements, and additional deadlines can be found in the Course Information area in the Assignment Guidelines and Rubrics folder.

### Weekly Assignment Schedule

The Learning Modules area in Blackboard contains one module folder for each week of the course. All reading and assignment information can be found in the folders. All assignments are due by 11:59 p.m. Eastern Time on the last day of the module week.

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

Module	Topics and Assignments
1	<p>The Designer and the Game</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapter 1</p> <p>1-1 Discussion: Innovations in Game Design</p> <p>GameMaker Activities Forum</p> <p>1-2 Activity: What is a good game?</p> <p>1-3 Research Paper: Art of Game Design</p>
2	<p>The Game Concept</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapter 7</p> <p>2-1 Discussion: Game Genres</p> <p>GameMaker Activities Forum</p> <p>2-2 Activity: Your First Game</p> <p>2-3 Assignment: Tagline</p> <p>2-4 Research Paper: Art of Game Design</p>
3	<p>The Player</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapters 9 and 12</p> <p>3-1 Discussion: The Game Player</p> <p>3-2 Activity: Scrolling Scooter</p> <p>3-3 Final Project: Review and planning</p> <p>3-4 Short Paper: The Game Player</p>
4	<p>Design Process and Tools</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapter 2</p> <p>4-1 Discussion: Game Design Document</p> <p>4-2 Activity: Maze Games</p> <p>4-3 Final Project: Milestone One</p>
5	<p>Gameplay</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapter 13</p> <p>5-1 Discussion: Discussion Defining “Gameplay”</p> <p>5-2 Activity: Platform Games</p> <p>5-3 Short Paper: Programming Game Challenges</p> <p>5-4 Final Project: Continue to Work</p>
6	<p>Mechanics and Rules</p> <p>Reading: <i>Fundamentals of Game Design</i>, Chapters 14 and 15</p> <p>6-1 Discussion: Examining Game Rules</p> <p>6-2 Activity: Game Modification Assignment: Part One</p> <p>6-3 Final Project: Peer Review</p> <p>6-4 Final Project: Milestone Two</p>

7	Story and Character Reading: <i>Fundamentals of Game Design</i> , Chapters 10 and 11 7-1 Discussion: Character 7-2 Activity: Game Modification Assignment: Part Two 7-3 Short Paper: Creating Story
8	Game Worlds Reading: <i>Fundamentals of Game Design</i> , Chapters 8 and 16 8-1 Discussion: Debriefing the Final Project 8-2 Final Project: Milestone Three

### Attendance Policy

Online students are required to post to the Blackboard discussion board during the first week of class. If a student does not submit a posting to the discussion board 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 Guide to Student Success

Review the [guide to student success](#).

### Diversity and Disability Statement

The College of Online and Continuing Education (COCE) at SNHU values diversity and inclusion. SNHU strives to create inclusive and welcoming academic environments. If there are aspects of the instruction or design of this course that present barriers to your inclusion, please notify the Disability Resource Center (DRC) as soon as possible. We will work with you and your instructor to address needs and concerns.

We encourage all students with known or suspected physical, medical, sensory, psychiatric, and/or learning disabilities to register with the Disability Resource Center (DRC) in order to assess learning needs and take advantage of available academic accommodations and support services. We look forward to hearing from you. Our contact information is below.

Disability Resource Center (DRC)

(877) 591-4723 (select option 4)

(877) 520-8916 (fax)

[drc@snhu.edu](mailto:drc@snhu.edu)

We welcome COCE students, faculty, and staff to consult with the Disability Resource Center (DRC) on disability-related questions or concerns.

**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](#).