



Undergraduate Course Syllabus

IT 207: Information Technology and Digital Games

Center: Online

Course Prerequisites

None

Course Description

Introduction to digital games and information technology covers game genres and platforms, interface design, game implementation, artificial intelligence, business economics of the game industry, game marketing and design, e-collaboration, and e-commerce. Students learn how to use software packages to design and implement digital games and how to use the Internet to market and distribute digital games. The course includes a Game Adaptation Assignment, which will culminate in the conception, design, and prototype of an original digital game. The course is designed for students who have an interest in IT and games, including original game concepts, design and implementation, and executive leadership in the game industry. Knowledge of computer programming is not required.

Course Outcomes

- Identify the employment requirements of the computer game design and development industry
- Identify and analyze the diversity of skills required in the field
- Identify the areas that use the technologies found in computer game design and development such as educational, business, science, medicine, and other areas
- Trace the historical development of computer games
- Identify and assess the future trends of computer game technologies in the field of computer games as well as fields using these technologies
- Identify and practice introductory skills in the use of sample computer game editors. These skills are to include but may not be limited to: Story Telling; Character Development; Project Management, Concept Art; Dialog Trees; AI Programming; Quests; Marketing Posters; Marketing Trailers

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.

Game Development Essentials

Novak, Jeannie

Delmar, Cengage Learning

Third Edition

2012

978-1-111-30765-3

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
Discussion	8	25	200
Short Paper	5	40	200
Game Adaptation Assignment	1	100	100
Gameplay Elements	1	100	100
Assignment	1	200	200
Midterm Exam	1	200	200
Final Exam			
		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: Undergraduate

<i>Total Points: 1,000</i>				
<u>Grade</u>	<u>Numerical Equivalent</u>	<u>Points</u>	<u>Points Equivalent</u>	
			<i>Lower</i>	<i>Upper</i>
A	93-100	4	930	1000
A-	90-92	3.67	900	929
B+	87-89	3.33	870	899
B	83-86	3	830	869
B-	80-82	2.67	800	829
C+	77-79	2.33	770	799
C	73-76	2	730	769
C-	70-72	1.67	700	729
D+	67-69	1.33	670	699
D	60-66	1	600	669
F	0-59	0	0	599
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 History of Gaming</p> <p>Reading: <i>Game Development Essentials</i>, Chapter 1</p> <p>1-1 Discussion: 1980s Game Development</p> <p>1-2 Viewing: Early Game Development</p> <p>1-3 Short Paper: Computers vs. Consoles vs. Handhelds</p>
2	<p>Platforms, Player Modes, Goals, and Genres</p> <p>Reading: <i>Game Development Essentials</i>, Chapters 2 and 3</p> <p>2-1 Discussion: Game Concept</p> <p>2-2 Planning: Game Analysis</p> <p>2-3 Short Paper: Concept Document</p>
3	<p>Player Elements: Who Plays and Why?</p> <p>Reading: <i>Game Development Essentials</i>, Chapters 4 and 5</p> <p>3-1 Discussion: Who is Your Target Audience?</p> <p>3-2 Reading: Audio and Art in Video</p> <p>3-3 Short Paper: Game Analysis</p>
4	<p>Story & Character Development: Creating the Narrative</p> <p>Reading: <i>Game Development Essentials</i>, Chapters 6 and 7</p> <p>4-1 Discussion: Gameplay vs. Story</p> <p>4-2 Midterm Exam</p>
5	<p>Gameplay—Experience and Levels: Creating the World</p> <p>Reading: <i>Game Development Essentials</i>, Chapters 8 and 9</p> <p>5-1 Discussion: Level Design</p> <p>5-2 Reading: The Spatial Environment in Game Worlds</p> <p>5-3 Game Adaptation Assignment</p>
6	<p>Interface—Connection and Audio: Creating the Atmosphere</p> <p>Reading: <i>Game Development Essentials</i>, Review Chapters 8 and 9</p> <p>6-1 Discussion: Connecting Through Audio</p> <p>6-2 Reading: The Video Game User Interface</p> <p>6-3 Gameplay Elements Assignment</p>
7	<p>Roles and Responsibilities: Developing the Team</p> <p>Reading: <i>Game Development Essentials</i>, Chapter 10</p> <p>7-1 Discussion: Your Role as a Developer</p> <p>7-2 Reading: Game Development Team Roles</p> <p>7-3 Short Paper: Organizational Analysis</p>

8	Production and Management—Developing the Process and Marketing and Maintenance: Developing the Community Reading: <i>Game Development Essentials</i> , Chapter 11 8-1 Discussion: Course Summary 8-2 Short Paper: Game Story and Character Elements Group 8-3 Final Exam
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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

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](#).