GAT 315

3D Game Design I

Instructor

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Office Hours

- Tuesday 3pm-4:30pm
- Thursday 1pm-3pm

Class Overview

- ❑ Class Rules & Expectations
- ❑ Assignments Overview
- ❑ Fellowship Engagement Type

CLASS OVERVIEW

Course Objectives

- Learn how to deliver experiences that focus on the fellowship engagement type.

- Learn how to deliver experiences that focus on the sensation engagement type.

- Learn how to deliver experiences that focus on the catharsis engagement type.

- Learn how to create experiences that focus on the expression engagement type.

- Learn techniques for creating different types of sensation experiences, including kinesthetic movement and fear.

- Learn techniques for incorporating morality systems and benefaction.

- Learn techniques for incorporating tragedy and comedy.

Class Structure

- Lecture (Tuesday)
  - Topics in Game Design

- Lab (Wednesday or Thursday)
  - Assignment Work
 - Peer Reviews
  - Playtesting

Class Rules

- No food in class – drinks must be in closable containers.

- Be here on time and be ready to learn.

- Bring questions and observations.

- No electronics usage in class unless specifically asked to do so. No phones, no computers, no tablets, no exceptions.

- Be responsible. Turn in assignments on time and make every effort to attend. If for some reason, you can't attend, must arrive late, or leave early, you MUST email or text me or you WILL affect your grade.

- NO WORKING ON OTHER CLASSES DURING CLASS TIME. Doing so will count as an ABSENCE.

Assignments and Grading
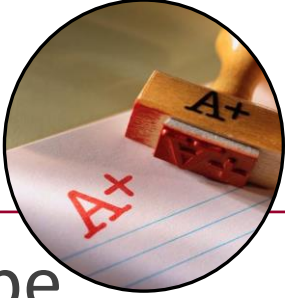
- Detailed descriptions of all assignments and due dates will be posted on Moodle.

- I will NOT be reminding you when assignments are due. Please get in the habit of checking Moodle regularly.

- If you have questions about an assignment, please ask at the beginning of class.

- All completed assignments must be submitted to Moodle. If it isn't on Moodle, you will get a 0% for the assignment.

- Moodle sometimes fails to post submissions – it is your responsibility to check that an assignment posted correctly and work with IT to fix any issues. I cannot fix these for you.

- All grades will be posted on Moodle.

Class Projects
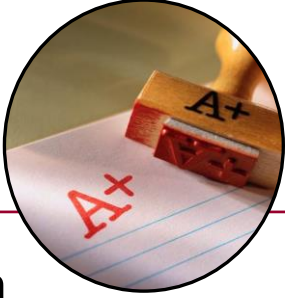
In this class we will have three main projects, each one focused on delivering a different engagement type. Assignments may be 2D or 3D.***

Project Name	% of Grade
Fellowship Project • *Deliver on Fellowship Engagement Type*	40%
Sensation Project • *Deliver on Sensation Engagement Type*	35%
Catharsis/Expression Project • *Deliver on Catharsis OR Expression Engagement Type*	25%

Projects can only be improved and resubmitted with instructor permission, in which case the new grade is averaged with the old one.

Project Milestones & Grading
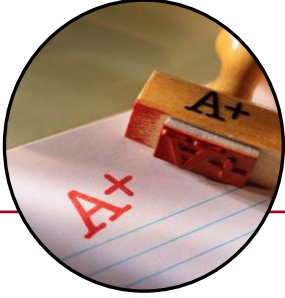
Within a particular project, there are four components of the grade:

Project Milestones	% of Project Grade
Project Plan • *Create a project plan for this project.*	10%
Project Prototype • *Deliver ALL the objective requirements.*	30%
Final Project • *Assessment of the quality of the final project*	50%
Participation • *Peer reviews and playtesting in labs*	10%

Late Policy

- Assignments are generally due on Tuesday nights, but Moodle is the official due time.

- All assignments are automatically 50% off (cut in half) if submitted after the due time posted but before the next deliverable is due.

- Assignments submitted after the next deliverable is due are automatically 0%.

- **All subsequent deliverables within a project are automatically 50% off (cut in half) if previous deliverables have not been submitted.**

- Resubmissions may be possible, at my discretion.

Absence Policy

- There is an absence policy in the syllabus.

  1. Read it.
  2. Live it.

- This is the most common reason people fail my classes. Don't be common.

- *Pro Tip: Generally, I am more flexible with students that have good attendance. Don't squander my good will.*

CLASS DISCUSSION
Learning Aspirations

FELLOWSHIP
Engagement Type

Fellowship

The comfort of being with other individuals or groups.

- **Affiliation:** loyalty, honor, duty, respect, admiration, friendship, family, affection, romance

- **Cooperation:** communication, coordination, organization, trust, inspiration, leadership

- **Benefaction:** service, protection, providing, training, teaching, compassion, empathy, sacrifice

See You Next Class