

Instructor: Professor Matthew Christodoulou

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Meeting Time: Sa, 9:00 – 11:45

Office Hours: By Request Only

Policy for Individuals with a Disability

Bunker Hill Community College is committed to providing equal access to the educational experience of all students in compliance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990. Any student with a documented disability requiring an accommodation should immediately speak to the professor. Students with disabilities, who have not already done so, should schedule an appointment at the Office for Students with Disabilities (Room E222) in order to obtain appropriate services.

Course Description

This course will present the principles, concepts, and components all of games and the gaming industry's processes, methodologies, and principles associated with the design, development, and distribution of computer-based games and computer-based simulations. This course is designed to provide the student with an overall comprehension all of the precepts and building blocks that are essential to every computer-based game and simulation.

Prerequisites

The course is only open to students that have completed College Writing Skills II (ENG 095) and Reading Skills II (RDG 095) or placement.

Course Objectives

The objectives of this course are to provide the student with a solid foundation in the understanding of the history, development, and need for computer-based games and simulations in today's society.

Attendance

Students are required to attend all scheduled classes. While some absences may be unavoidable the student must make a conscientious effort to be in class. It is the student's responsibility to submit any work that was due on the date of an absence. It is also the student's responsibility to pursue the lessons taught on the date of an absence. Material that was covered on the date of an absence will not be covered again unless deemed necessary.

The student's attendance will be considered as part of the final grade.

Teaching Procedure

This course will be taught through a series of lectures, in-class exercises, at-home exercises, and lab assignments.

Student Code of Conduct

Students are required to adhere to the BHCC policy on dishonesty, including cheating and plagiarism. Cheating on examinations or tests consists of knowingly giving, receiving, or using, or attempting to give, receive or use, unauthorized assistance. Other forms of cheating include copying or purchasing other's work or arranging for others to do work under a false name. Forms of plagiarism include the submission of the work of another source or person without giving proper acknowledgement or credit to that source or individual. This would also include unacknowledged paraphrasing of the work of another or others either by direct quote or rewording another person's idea, thought or work.

Homework

Students must complete all exercises as assigned by the instructor. and submit to instructor prior to the next class meeting. Since each subsequent lesson and lab work will be based on the prior lessons it is imperative that the student complete the work. Grades on late homework are reduced by 10% each day.

Exams

There may either be a midterm and final exam, or a midterm project and a final project. You will be informed well in advance of the due dates. Additionally, there will be three quizzes that will assess the student's progress and comprehension of the presented material.

Required Materials

Fundamentals of Game Design: Third Edition, written by Ernest Adams, published by New Riders. The ISBN is 9780321929679.

Grading

Homework: 25%

Participation: 25%

Mid-term: 25%

Final: 25%

Schedule

You are **ALWAYS** expected to at least skim the weeks chapter before class.

Week	Topic	Chapter	Assignment
9/7	Games and Video Games	1	<ul style="list-style-type: none"> Read Pages 19 – 30 Complete activity 2 or 3 on Page 29
9/14	Design Components and Process	2	<ul style="list-style-type: none"> TBD
9/21	Game Concepts	3	<ul style="list-style-type: none"> TBD
9/28	Game Worlds	4	<ul style="list-style-type: none"> TBD
10/5	Creative and Expressive Play	5	<ul style="list-style-type: none"> TBD
10/12	Character Development	6	<ul style="list-style-type: none"> TBD
10/19	Storytelling and Narrative	7	<ul style="list-style-type: none"> TBD
10/26	User Interfaces Midterm	8 All Chapters Above	<ul style="list-style-type: none"> TBD
11/2	Gameplay	9	<ul style="list-style-type: none"> TBD
11/9	Core Mechanics	10	<ul style="list-style-type: none"> TBD
11/16	Game Balancing General Principles of Level Design	11 12	<ul style="list-style-type: none"> TBD
11/23	Action Games Strategy Games	13 14	<ul style="list-style-type: none"> TBD
11/30	Thanksgiving Recess	None	<ul style="list-style-type: none"> Enjoy the holiday!
12/7	Role-Playing Games Sports Games	15 16	<ul style="list-style-type: none"> TBD
12/14	Vehicle Simulations Online Gaming	17 21	<ul style="list-style-type: none"> TBD
12/18	Final Project Due	All Chapters	<ul style="list-style-type: none"> Enjoy your break!