Instructor: Professor Matthew Christodoulou   **E-Mail:** m.christodoulou@bhcc.mass.edu

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.

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 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.

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, and at-home exercises.

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 will be no exams or quizzes during this course. There **will** be a midterm project and a final project. The midterm will consist of writing either a paper or designing a simple game. The final will consist of designing a game and writing a paper about said game. Final projects may be worked on in groups, but it must be discussed with the professor **before** work begins.

Required Materials

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

Grading

Homework: 20%

Participation: 20%

Mid-term: 30%

Final: 30%

Schedule

Week	Topic	Chapter	Assignment (Due next week)
1/25	Games and Video Games	1	• Complete activity 2 or 3 on Page 29.
2/1	Designing and Developing Games	2	• Assigned in class.
2/8	Understanding Your Player / Understanding Your Machine / Making Money from Your Game	4 5 6	• Assigned in class.
2/15	Game Concepts	7	• Begin Working on Midterm.
2/22	Game Worlds	8	• Assigned in class.
2/29	Creative and Expressive Play	9	• Assigned in class.
3/7	Character Development / Storytelling	10 11	• **Midterm Due Next Class!**
3/14	**Game Day / Midterm Due**	None	• Begin working on Final. Bring an initial idea for next class, 3/28/2020.
3/21	**Spring Break**	None	• Begin working on Final. Bring an initial idea for next class, 3/28/2020.
3/28	Creating the User Experience	12	• Assigned in class.
4/4	Gameplay	13	• Assigned in class.
4/11	Core Mechanics	14	• Assigned in class.
4/18	Game Balancing	15	• Assigned in class.
4/25	General Principles of Level Design	16	• Bring a prototype of your game to class for playtesting.
5/2	Playtesting Day (Attendance not required, but is recommended)	None	• **Final Due Next Class!**
5/9	**Game Day / Final Project Due**	All Chapters	• Enjoy your summer!

You are **ALWAYS** expected to look over this week's chapter(s) before class.