

COURSE SYLLABUS

DSN343: GAME STORY & CHARACTER DESIGN

Course Description

This particular course will teach the students how to build unique story worlds and create true, interactive narrative. Students will also learn how to create compelling characters that the player will continue to identify with throughout the game while following the traditional character arc, deviating when required. They will also be introduced to the important, basic concepts involved in the traditional Creative Writing medium such as: the Syd Field Paradigm, the Hero's Journey from Joseph Campbell, plot structure through the plot mountain diagram, and plot devices like En Media Res.

General Course Information

Number of Units/Weeks	4/10
#Hours Lecture/#Hours Laboratory/#Hours ELPs*	40/00/82.5
Prerequisite(s)	Associates Degree, ENG 351
Co-requisites (s)	None
Course Developer(s)	Amanda Hernandez, B.S.
Date Approved / Last Review	March 2010 / March 2014

*Enhanced Learning Projects

Learning Outcomes

- Synthesize prior knowledge, research, and course materials to create rich story worlds facilitating the Interactive Storytelling process.
- Create well defined, fully developed characters that fit their role within the game world.
- Understand the difference between all character archetypes in games and their roles within the game world.
- Create a fully animated, expressive three to five minute cutscene facilitated by a well-planned story board and script.

Instructional Methods Employed in this Course

- Lecture
- Reading
- Exercises
- Research
- Projects
- Homework

Information Resources for this Course



Textbook

Crawford, Chris. Chris Crawford on Interactive Storytelling, Second Ed.
New Riders, Saddle River, NJ: Pearson, 2013.
ISBN-13:978-0-321-86497-0



Other Materials

Rogers, Scott. Level Up!

John Wiley & Sons Ltd., West Sussex, UK: 2010.
ISBN: 978-0-470-68867-0

Burroway, Janet. Imaginative Writing: The Elements of Craft (3rd Ed.)

Longman Publishing, London, England: 2010.
ISBN: 978-0-205-75035-1

Sheldon, Lee. Character Development and Storytelling for Games (2nd Ed.)

Cengage Learning, Stamford, CT: 2013.
ISBN: 978-1-435-46104-8

Unity 3D v.5
Photoshop



Web Site Readings

<http://dramatica.com/articles/how-and-why-dramatica-is-different-from-six-other-story-paradigms>

<http://sydfield.com/writers-tools/the-paradigm-worksheet/>

Table/Topics & Assignments

Types of Assignments:

Lecture -

Considered Lecture Hours

Classroom Discussion -

Considered Lecture Hours

In Class Critique -

Considered Lecture Hours

Delivering Oral Presentations -

Considered Lecture Hours

In Class (IC) Exercise -

Considered Lecture Hours

Reading -

Considered Enhanced Learning Project (ELP), work done outside of class

WebClass lesson (non-online courses) -

Considered ELP, work done outside of class

Lab Work -

Considered Lab Hours

Quiz, Midterm or Final -

Considered Lecture Hours

Week 1						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 1A	History of Storytelling, Storytelling & Interactivity	4				
ELP 1A	Read Chapter 1, 2, 3 (64 pages) Evaluated by ELP 1B			6		Week 2
ELP 1B	Essay Question			1	50	Week 2
ELP 1C	Project One Assigned			5	100	Week 3
Total Week 1		4	1	12	150	
Week 2						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 2A	Interactive Storytelling	4				

ELP 2A	Read Chapter 4, 5 (24 pages) Evaluated by ELP 2B			2		Week 3
ELP 2B	Essay Question			1	50	Week 3
Total Week 2		4	1	3	50	
Week 3						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 3A	Building Your Story	4				
ELP 3A	Project One Due				100	TODAY
ELP 3B	Project Two Assigned			5	100	Week 7
ELP 3C	Read Chapter 8, 11 Internet Readings (29 pages) Evaluated by ELP 3D			3.5		Week 4
ELP 3D	Three Act Structure & Plot Mountain Worksheets			2	50	Week 4
Total Week 3		4	1	10.5	250	
Week 4						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 4A	Game Storytelling Devices and Video Games	4				
ELP 4A	Read Chapter 12 (13 pages) Evaluated by ELP 4B			2		Week 5
ELP 4B	Essay Question			1	50	Week 5
Total Week 4		4	1	8	50	
Week 5						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 5A	Character Types and Modeling	4				
EXAM 5A	Midterm Exam	1			100	
ELP 5A	Read Chapter 14 (16 pages) Evaluated by ELP 4B			2		Week 6
ELP 5B	Essay Question			1	50	Week 6
Total Week 5		5		4	150	

Week 6						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 6A	Character Development and Personality Models	4				
ELP 6A	Read Chapter 9 (14 pages) Evaluated by ELP 6B			2		Week 7
ELP 6B	Character Development Worksheets			4	50	Week 7
Total Week 6		4	1	11	50	
Week 7						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 7A	Gameplay, Story, and Interactive Fiction	4				
ELP 7A	Project Two Due				100	TODAY
ELP 7B	Project Three Assigned			4	100	Week 8
ELP 7C	Read Chapter 10 (10 pages) Evaluated by 7D			1		Week 8
ELP 7D	Essay Question			1	50	
Total Week 7		4	1	6	250	
Week 8						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 8A	Genre Specific Storytelling: RPGs and more!	4				
ELP 8A	Project 3 Due				100	TODAY
ELP 8B	Final Project Assigned			15	100	Week 10
ELP 8C	Read Chapter 15 (18 pages) Evaluated by 8D			2		Week 9
ELP 8D	Essay Question			2	50	
Total Week 8		4		19	250	
Week 9						
		LEC	LAB	ELP	Point	

Type	Topic/Description	Hours	Hours	Hours	Value	Due
LEC 9A	Fate Makes the Story World Go 'Round – Putting Your Plan into Action	4				
IEC 9A	Essay Question					Week 9
ELP 9A	Final Review			2		Week 10
Total Week 9		4	1	4		
Week 10						
Type	Topic/Description	LEC Hours	LAB Hours	ELP Hours	Point Value	Due
LEC 10A	Final Project Presentation	3		5	100	TODAY
EXAM 10A	Final Exam	1			100	
Total Week 10		4		5	200	

Week	Lecture	Lab	Projects	Reading	Questions	LvsH Hours	HW Hours	PJ HR Lft	HW+Proj
1	4	1	5	6	1	8	7	4	11
2	4	1		2	1	8	3	4	7
3	4	1	5	3.5	2	8	5.5	4	9.5
4	4	0		2	1	8	3	1	4
5	5	1	5	2	1	10	3	4	7
6	4	1	5	2	4	8	6	4	10
7	4	1	4	1	1	8	2	4	6
8	4	1	15	2	2	8	4	14	18
9	4	1			2	8	2	4	6
10	4	1	5			8	0	4	4
Totals	41	9	44	20.5	15	82	35.5	47	82.5

21 Total hours of reading required
 15 Total hours of chapter/discussion questions
 47 Total project hours
 83 Total hours of out-of-class activities

Reading Pages	Chapter HW
64	10
24	10
29	10
13	10
16	10
14	10
10	10
18	10
	10

Course Hours Summary

Week	Topic	LEC Hours	LAB Hours	ELP Hours
1	History of Storytelling, Storytelling & Interactivity	4	1	12
2	Interactive Storytelling	4	1	3
3	Building Your Story	4	1	10.5
4	Game Storytelling Devices & Video Games	4	1	8
5	Character Types and Modeling	5	0	4
6	Character Development & Personality Models	4	1	11
7	Gameplay, Story, & Interactive Fiction	4	1	6
8	Genre Specific Storytelling: RPGs & more!	4	1	19
9	Fate Makes the Story World Go 'Round	4	1	4
10	Final Project Presentation	4	1	5
Total		41	9	82.5

Table/Point Breakdown

Week	Assignment	Possible Points	Percent of Grade
1	ELP 1B, Essay Questions	50	2%
2	ELP 2B, Essay Questions	50	2%
3	ELP 3A, Project One	100	10%
3	ELP 3D, Three Act Structure & Plot Mountain Wks.	50	2%
4	ELP 4B, Essay Questions	50	2%
5	ELP 5B, Essay Questions	50	2%
5	EXAM 5A, Midterm Exam	100	10%
6	ELP 6B, Character Development Worksheets	50	5%
7	ELP 7A, Project Two Due	100	10%
7	ELP 7D, Essay Questions	50	2%
8	ELP 8A, Project Three Due	100	5%
8	ELP 8D, Essay Questions	50	3%
10	Final Project (LASA 2) / Presentation	100	10%
10	EXAM 10A, Final Exam	100	20%
Total		1000	100%

Student Grades for this Course

Your final grade for this course will be based on an assessment by the Instructor of your performance on a number of course activities, which may include objective tests, classroom exercises, laboratory demonstrations, project papers, or other types of activities. The chart below indicates in what activities you will engage, how many possible points can be earned for each activity, and the percentage of your final grade that will be accounted for by each activity.

Students in this course should be graded following Coleman University assessment practices and policies. A point system is used in the University to indicate student performance on various required activities or projects. For this course, it is recommended that points be distributed as follows:

Coleman University Grade Assignment Policy:

The Coleman University guidelines for the assignment of grades to total points earned is as follows:

Percent	Letter Grade	Grade Points
94-100	A	4.0
90-93	A-	3.67
87-89	B+	3.33
84-86	B	3.0
80-83	B-	2.67
77-79	C+	2.33
74-76	C	2.00
70-73	C-	1.67
67-69	D+	1.33
64-66	D	1.00
60-63	D-	0.67
N/A	INC	0
N/A	W	0
70 or above	CR	0
69 or below	NC	0
70 or above	PASS	0

Requirements

Assignments: All assignments (including projects, lab work, quizzes and exams) must be completed as scheduled. The following will apply to late assignments:

- 1-24 hours after due date = 20% off point value
- 25-48 hours after due date = 60% off point value
- 49+ hours after due date = No points given

If an assignment equals less than 5 points, no points will be given for late work. If there are extenuating circumstances, the student must submit a written explanation to the department Senior Instructor. Upon evaluation, points will be given according to the Senior Instructor's discretion.

Attendance: Classes begin and end as indicated in the published schedule. It is required that students be present at the beginning of each class session and stay until class is dismissed, including lab periods. Excessive tardiness, leaving early and/or absences (from either lecture or lab sessions) are causes for dismissal from the course. A student that arrives in class beyond 30 minutes late may be considered absent. A student that leaves over 30 minutes before the end of class may also be considered absent. Excused absences will be determined by the instructors and approved by the Dean of Academics & Director of Student Services. Students may be removed from the course(s) based on the following absence guidelines:

4 Unit Course – Allowed 2 absences per 10-week MOD (3rd absence may be excused by DOA & DOSS)

5 Unit Course – Allowed 2 absences per 5-week MOD (3rd absence may be excused by DOA & DOSS)

8 Unit Course – Allowed 5 absences per 10-week MOD (6th absence may be excused by DOA & DOSS)

Conduct: Students are expected to conduct themselves in a professional manner while on campus. Rules of conduct are outlined in the University Catalog and students are required to adhere to such policies. Students who are in violation of the Student Code of Conduct Policy can be suspended.

Student Academic Progression (SAP)

Graduate: Student must maintain an accumulative GPA of 3.0 or higher. If a student falls below the GPA requirement at any time during their program, they will be placed on Academic Probation. Once on Academic Probation, the student's accumulative GPA will be reviewed after 4 future mods have been completed (must take punitive graded courses). Failure to meet the 3.0 GPA requirements will result in an Academic

Suspension. A student is not allowed more than 150% of the standard length of the program in which to complete the requirements for graduation.

Undergraduate: Student must maintain an accumulative GPA of 2.0 or higher. If a student falls below the GPA requirement at any time during their program, they will be placed on Academic Probation. Once on Academic Probation, the student's accumulative GPA will be reviewed after 2 future mods have been completed (must take a minimum of 8 credits per mod). Failure to meet the 2.0 GPA requirements will result in an Academic Suspension. A student is not allowed more than 150% of the standard length of the program in which to complete the requirements for graduation.

Suspension and Reinstatement: If a student is suspended (SAP, plagiarism, code of conduct, etc.), the student must sit out one full MOD (currently 10 weeks for undergraduate level and 5 weeks for graduate level). The student will be required to submit a written reinstatement request, which will be reviewed by the Reinstatement Committee. The Reinstatement Committee will approve the request, deny the request, or request a meeting with the student for further consideration.

Grades: All grades listed will count as units attempted:

Letter Grade	Percentage	Grade Points
A	94% - 100%	4.00
A-	90% - 93%	3.67
B+	87% - 89%	3.33
B	84% - 86%	3.00
B-	80% - 83%	2.67
C+	77% - 79%	2.33
C	74% - 76%	2.00
C-	70% - 73%	1.67
D+	67% - 69%	1.33
D	64% - 66%	1.00
D-	60% - 63%	0.67
F	0% - 59%	0.00
INC	N/A	0.00
W	N/A	0.00
CR	N/A	0.00
NC	N/A	0.00
PASS	N/A	0.00

Failed Courses: If a student receives a FAIL grade, they may retake the course. The retake course will be charged at current tuition pricing. The student will be able to *replace* the previous FAIL grade with the grade received on the retake course.

Drop Period & Refund:

Graduate

Sessions Attended	Refund	Grade Received When Dropping Course
0	100%	No Grade
1	100%	No Grade
2	80%	W
3	70%	W
4	60%	W
5	50%	Grade Earned
6	0%	Grade Earned
7	0%	Grade Earned
8	0%	Grade Earned
9	0%	Grade Earned
10	0%	Grade Earned

Undergraduate

Week In MOD	Refund	Grade Received When Dropping Course
No Start	100%	No Grade
1	100%	No Grade
2	80%	W
3	70%	W
4	60%	W
5	50%	Grade Earned
6	0%	Grade Earned
7	0%	Grade Earned
8	0%	Grade Earned
9	0%	Grade Earned
10	0%	Grade Earned

Coleman University Policy on Academic Dishonesty:

Academic dishonesty is cause for dismissal from Coleman University. Presenting another person's ideas, methods, course work, or test answers with the intention that they be taken as one's own is theft of a special kind. It defrauds the originator of the work, the institution, its graduates, its students, and its future students.

The student has full responsibility for the authenticity of all academic work and examinations submitted. A student who appears to have violated this policy must submit to a hearing with the reporting instructor and the associate dean. If it is determined that a violation occurred, the matter will be referred to an Officer of the University with recommendations for an appropriate penalty. The student may be dismissed, suspended, or given another penalty.

Coleman University employs the plagiarism software known as Turnitin. Students are expected to use this tool in an appropriate manner with the sole purpose to support their own academic endeavors at Coleman University. Turnitin account information can not be shared with anyone. Contact your instructor if you have any questions about plagiarism related issues.

Academic Accommodation / Adjustment Policy:

In accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), Coleman University offers accommodations to students with documented physical, psychological, and/or cognitive disabilities. Coleman University will adhere to all applicable federal, state, and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to offer equal educational opportunities to qualified disabled individuals.

To qualify for an academic accommodation under ADA, the student must provide adequate documentation of a disability. Students seeking academic accommodations should contact the campus ADA Coordinator, Ariana Marron, at 858-966-3953 or via email at ada@coleman.edu. The ADA Coordinator will review the documentation provided and verify ADA coverage. Students covered under ADA must meet with the ADA Coordinator at the beginning of every term to determine the appropriate academic accommodations. Failing to meet with the ADA Coordinator at the beginning of every term may impact the availability of accommodations.

After the academic accommodations have been determined, the students' instructors will be notified by the ADA Coordinator. If any problems or concerns regarding the provision of accommodations occur, the student must inform the ADA Coordinator. If the student feels accommodation is not being made appropriately, the student may follow the published Student Grievance Procedures.