# COURSE SYLLABUS
# DSN123: Fundamentals of Game Design

## Course Description

This course covers the basic elements of game design including what a game is, how a game works, and what decisions must be made before the start of any project. The student will learn about user experience, core mechanics, and different game genres, conventions and pitfalls.

## General Course Information

| | |
|---|---|
| Number of Units/Weeks | 4 |
| #Hours Lecture/#Hours Laboratory/#Hours ELPs* | 30/20/60 |
| Prerequisite(s) | None |
| Co-requisites (s) | None |
| Course Developer(s) | Vasquez, Travis MS; Mitchell, Tommy MS; Hernandez Amanda BS |
| Date Approved / Last Review | March 2010 / August 2014 |

*Enhanced Learning Projects

## Learning Outcomes

- Identify rules and goals in designing a video game
- Assess game balancing, core mechanics, and level design
- Develop gameplay challenges and actions in the preproduction phase
- Utilize design choices to help support the user experience

## Instructional Methods Employed in this Course

- Lecture and reading assignments
- Hands-on exercises and labs
- Research
- Student presentations
- Practical application of theory and skills in authentic projects
- Build on prior knowledge and experience of students to enhance richness of class activities

## Information Resources for this Course

**Textbook**

Adams, E. and A. Rollings (2014). Game Development and Design: Fundamentals of Game Design. 3rd edition. Upper Saddle River, NJ: Pearson Education. ISBN:978-0321929679

**Other Materials**
None

**Drawing tools**
None

**Web Site Readings**
“How Many Endings Does a Game Need?”
http://www.gamasutra.com/features/20041222/adams_01.shtml
(Retrieved January 15, 2010)

“The List of Never.”
(http://www.gamasutra.com/features/20000707a/huntsman_03.htm,
(Retrieved January 15, 2010)

*Other web readings as required by the instructor*

## 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 Homework (HW), work done outside of class

**WebClass lesson (non-online courses) -**
Considered HW, 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** | **HW Hours** | **Point Value** | **Due** |
| LEC 1A | An Introduction to the Gaming Industry and How to Develop Games | 3 | | | | |
| IC EX 1A | Project One Proposal | | | 4 | 150 | Week Three |
| LAB 1A | Assignment One | | 4 | | 50 | End of Lab |
| HW 1A | Read Chapter 1-2 (58 pages) Evaluated by HW 1B | | | 7.25 | | |
| HW 1B | Questions | | | 1 | 10 | Week Two |
| Total Week 1 | | 3 | 4 | 12.25 | 210 | |

| Week 2 | | | | | | |
|---|---|---|---|---|---|---|
| **Type** | **Topic/Description** | **LEC Hours** | **LAB Hours** | **HW Hours** | **Point Value** | **Due** |
| LEC 2A | Game Concepts & Understanding Your Machine | 3 | | | | |
| HW 2A | Read Chapter 5&7 (21 pages) Evaluated by HW 2B | | | 2.62 | | |
| HW 2B | Questions | | | 3 | 10 | Week Three |
| Total Week 2 | | 3 | | 5.62 | 10 | |

| Week 3 | | | | | | |
|---|---|---|---|---|---|---|
| **Type** | **Topic/Description** | **LEC Hours** | **LAB Hours** | **HW Hours** | **Point Value** | **Due** |
| LEC 3A | Game Types and How to Understand Your Player | 3 | | | | |
| LAB 3A | Assignment Two | | 4 | | 100 | End of Lab |
| HW 3A | Read Chapter 3-4 (30 pages) Evaluated by HW 3B | | | 3.75 | | |
| HW 3B | Questions | | | 1 | 10 | Week Four |
| Total Week 3 | | 3 | | 4.75 | 110 | |

| Week 4 | | | | | | |
|---|---|---|---|---|---|---|
| **Type** | **Topic/Description** | **LEC Hours** | **LAB Hours** | **HW Hours** | **Point Value** | **Due** |
| LEC 4A | Game Worlds & | 3 | | | | |

| | | | | | | |
|---|---|---|---|---|---|---|
| | Gameplay | | | | | |
| IC EX 4A | Project Two Analysis | | | 4 | 150 | Week Six |
| HW 4A | Read Chapter 8 &13 (58 pages) Evaluated by HW 4B | | | 7.25 | | |
| HW 4B | Questions | | | 1 | 10 | Week Five |
| Total Week 4 | | 3 | | 12.25 | 160 | |

**Week 5**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 5A | Storytelling & Character Development | 3 | | | | |
| LAB 5A | Assignment Three | | 4 | | | End of Lab |
| Exam 5A | Mid-Term | | | | 100 | |
| HW 5A | Read Chapter 10-11 (91 pages) Evaluated by HW 5B | | | 11.37 | | |
| HW 5B | Questions | | | 1 | | Week Six |
| Total Week 5 | | 3 | 4 | 12.37 | 100 | |

**Week 6**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 6A | Types of Play & the User Experience | 3 | | | | |
| HW 6A | Read Chapter 9&12 (58 pages) Evaluated by HW 6B | | | 7.25 | | |
| HW 6B | | | | 1 | 10 | Week Seven |
| Total Week 6 | | 3 | | 8.25 | 10 | |

**Week 7**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 7A | Mechanics Theory | 3 | | | | |
| IC EX 7A | Project Three Mechanics | | | 4 | 150 | Week Nine |
| LAB 7A | Assignment Four | | 4 | | 25 | End of Lab |
| HW 7A | Read Chapter 14 (58 pages) Evaluated by HW 7B | | | 7.25 | | |

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|---|---|---|---|---|---|---|
| HW 7B | Questions | | | 1 | 10 | Week Eight |
| Total Week 7 | | 3 | 4 | 12.25 | 185 | |

**Week 8**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 8A | Game Balance & How to Make Money | 3 | | | | |
| HW 8A | Read Chapter 6 &15 (42 pages) Evaluated by HW 8B | | | 5.25 | | |
| HW 8B | Questions | | | 1 | 10 | Week Nine |
| Total Week 8 | | 3 | | 6.25 | 10 | |

**Week 9**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 9A | Level Design & Online Gaming | 3 | | | | |
| LAB 9A | Assignment Five | | 4 | | 25 | End of Lab |
| HW 9A | Read Chapter 16-17 (48 pages) Evaluated by HW 1B | | 5 | 6 | | |
| HW 9B | Questions | | | 1 | 10 | Week Ten |
| Total Week 9 | | 3 | | 7 | 35 | |

**Week 10**

| Type | Topic/Description | LEC Hours | LAB Hours | HW Hours | Point Value | Due |
|---|---|---|---|---|---|---|
| LEC 10A | Final Paper Presentation | 3 | | | 35 | Week Ten |
| Exam 10A | Final Exam | | | | 100 | |
| Total Week 10 | | 3 | 0 | 0 | 135 | |

## Course Hours Summary

| Week | Topic | LEC Hours | LAB Hours | HW Hours |
|---|---|---|---|---|
| 1 | An Introduction to the Gaming Industry and How to Develop Games | 3 | 4 | 12.25 |
| 2 | Game Concepts & Understanding Your Machine | 3 | 0 | 5.62 |
| 3 | Game Types and How to Understand Your Player | 3 | 4 | 4.75 |
| 4 | Game Worlds & Gameplay | 3 | 0 | 12.25 |
| 5 | Storytelling & Character Development | 3 | 4 | 12.37 |
| 6 | Types of Play & the User Experience | 3 | 0 | 8.25 |
| 7 | Mechanics Theory | 3 | 4 | 12.25 |
| 8 | Game Balance & How to Make Money | 3 | 0 | 6.25 |
| 9 | Level Design & Online Gaming | 3 | 4 | 7 |
| 10 | Final Paper and Test | 3 | 0 | 0 |
| Total | | 30 | 20 | 80.99 |

## Table/Point Breakdown

| Week | Assignment | Possible Points | Percent of Grade |
|---|---|---|---|
| 1 | Chapter 1 &2 Questions | 10 | 1% |
| 1 | Assignment One | 50 | 5% |
| 2 | Chapter 5 & 7 Questions | 10 | 1% |
| 3 | Chapter 3 & 4 Questions | 10 | 1% |
| 3 | Assignment Two | 100 | 10% |
| 3 | Project One: High Concept/Pitch | 150 | 15% |
| 4 | Chapter 8 & 13 Questions | 10 | 10% |
| 5 | Chapter 10 & 11 Questions | 10 | 10% |
| 5 | Assignment Three | 25 | 2.5% |
| 5 | MID-TERM | 100 | 10% |
| 6 | Chapter 9 & 12 Questions | 10 | 10% |
| 6 | Project Two: Video Analysis | 150 | 15% |
| 7 | Chapter 14 Questions | 10 | 10% |
| 7 | Assignment Four | 25 | 2.5% |
| 8 | Chapter 6 & 15 Questions | 10 | 10% |
| 9 | Chapter 16 & 17 Questions | 10 | 10% |
| 9 | Assignment Five | 25 | 2.5% |
| 9 | Project Three: Core Mechanics | 150 | 15% |
| 10 | Final Paper Presentation | 35 | 3.5% |
| 10 | FINAL EXAM | 100 | 10% |
| Total | | 1000 | 100% |

# Your 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:**

| Percent | Letter Grade | Grade Points |
|---|---|---|
| 94-100 | A | 4 |
| 90-93 | A- | 3.67 |
| 87-89 | B+ | 3.33 |
| 84-86 | B | 3 |
| 80-83 | B- | 2.67 |
| 77-79 | C+ | 2.33 |
| 74-76 | C | 2 |
| 70-73 | C- | 1.67 |
| 67-69 | D+ | 1.33 |
| 64-66 | D | 1 |
| 60-63 | D- | 0.67 |
| N/A | INC | 0 |
| N/A | W | 0 |
| 60 or above | CR | 0 |
| 59 or below | NC | 0 |
| N/A | I | 0 |
| N/A | W | 0 |
| N/A | AU | 0 |
| N/A | TR | 0 |
| N/A | WV | 0 |

| Legend | |
|---|---|
| CR = Credit | NC = No Credit |
| I = Incomplete | W = Course Withdrawal |
| AU = Audit | TR = Transfer Credit |

| | |
|---|---|
| WV = Waiver | |

## 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 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.