

Course Syllabus

STI VISION: To be the leader in innovative and relevant education that nurtures individuals to become competent and responsible members of society		STI INSTITUTIONAL OUTCOMES:	
STI MISSION: We are an institution committed to provide knowledge through the development and delivery of superior learning systems. We strive to provide optimum value to all our stakeholders - our students, our faculty members, our employees, our partners, our shareholders, and our community. We will pursue this mission with utmost integrity, dedication, transparency, and creativity.		Character (IO1): An STler is a person of character. An STler takes responsibility for his/her actions, treats people with respect, and lives with integrity. Critical thinker (IO2): An STler is a critical thinker. An STler challenges and analyses all information through sound questioning and is unafraid to push for creative ideas. Communicator (IO3): An STler communicates to understand and be understood. An STler discerns the value of information read or heard and effectively expresses his/her own emotions when sharing information, may it be spoken or written. Change-adept (IO4): An STler is change-adept. An STler can adjust, adapt, and reinvent continuously to changing circumstances. An STler believes in letting go of the old and embracing the new to achieve his/her fullest potential.	
SERIAL NUMBER: IT2107	SUBJECT TITLE: GAME DEVELOPMENT	CREDIT: 2 lec, 1 lab (2 hrs. lec and 3 hrs. lab per week)	
COURSE DESCRIPTION:	This course gives an overview of the game development process from conception to production. Game development includes gameplay, storytelling, challenges, and basic interface design, which includes interface design, information design, and world interaction.		
PREREQUISITE:	PROGRAMMING LANGUAGES		
COURSE OUTCOMES:	After successful completion of this course, the student should be able to: (CSPO01-PI1, CSPO02-PI2, CSPO03-PI3, CSPO06-PI4) CO1. Evaluate the game development process from concept to production; CO2. Examine the concepts behind game development; and CO3. Apply the game concepts and techniques in creating a game.		
MANDATED BOOK:	None		
REFERENCES:	1. Buttfield-Addison, P., Manning, J., & Nugent, T. (2019) <i>Unity game development cookbook</i> . Sebastopol: O'Reilly Media, Inc. 2. Caldwell, C. (2018) <i>Story structure and development</i> . CRC Press. 3. Casanova, M., Doran, J. (2018) <i>Game development patterns and best practices: better games, less hassle</i> . Packt Publishing Ltd. 4. Lanzinger, F. (2020) <i>2D Game development with unity</i> . CRC Press. 5. Novak, J. (2018). <i>Game development essentials: An introduction (3rd ed.)</i> . New York: Delmar, Cengage Learning.		
COURSE REQUIREMENTS:	<ul style="list-style-type: none">• Class participation (Recitation, Seatwork, Quizzes, etc.)• Task performance (eLMS Activities, Laboratory Exercises, Projects, etc.)• Major examination		
GRADING SYSTEM:	The following percentage distribution shall be followed: Prelims 20%		

Midterms	20%
Pre-finals	20%
<u>Finals</u>	<u>40%</u>
	100%

The following are the periodical grade components for this course:

Class Participation	20%
Task Performance	50%
<u>Major Examination</u>	<u>30%</u>
	100%

We'd be glad to hear from you. For questions or feedback on this course, feel free to email us through student.feedback@sti.edu

Course Outline

Learning Objectives (LO)		Week	LEC Hours	LAB Hours	TOPICS	Teaching and Learning Activities	Assessment Tasks
1	Differentiate game platforms and distinguish their characteristics. (CO1)	1-2	4	3	Platforms and Player modes Platforms Time Intervals Player Modes	Lecture	01 eLMS Activity 1
2	Describe each classification of time interval and player modes. (CO2)					Demonstration	01 Laboratory Exercise 1
3	Create an asset for microgame. (CO3)						
4	Identify the goals and purposes of games. (CO1)	3-4	4	6	Goals and Genres Goals Genres	Lecture	02 eLMS Quiz 1
5	Compare the classifications of game genres. (CO2)					Demonstration	02 Laboratory Exercise 1
6	Create and modify an asset for an FPS microgame. (CO3)						02 Task Performance 1
		5			PRELIMINARY EXAMINATION		Pen-and-Paper Test
7	Determine the reasons for playing games. (CO1)	6-7	4	6	Player Elements Player Motivation Game Market	Lecture	03 eLMS Activity 1
8	Discuss the advantages of understanding the game market. (CO2)					Demonstration 03 eLMS Activity 1	03 Laboratory Exercise 1

Learning Objectives (LO)		Week	LEC Hours	LAB Hours	TOPICS	Teaching and Learning Activities	Assessment Tasks
9	Describe the three-act plot structure and story elements. (CO2)	8-9	4	6	Story and Character Development Traditional Story Structure Story Elements Classic Character Archetypes Game Characters	Lecture Demonstration	04 eLMS Activity 1 04 Laboratory Exercise 1 04 Task Performance 1
10	Differentiate the character archetypes and game characters. (CO2)						
11	Create a game pre-production. (CO3)						
		10			MIDTERM EXAMINATION		Pen-and-Paper Test
12	Identify the impact of gameplay in game development. (CO1)	11-12	4	6	Gameplay Fundamentals Challenges & Game Goals Balance	Lecture Demonstration	05 eLMS Activity 1 05 Laboratory Exercise 1
13	Distinguish the different game challenges and their specific goals. (CO2)						
14	Create a gameplay mode for microgames. (CO3)						
15	Determine the impact of level design and structure in game development. (CO2)	13	2	3	Levels Level Design Structure Time Space	Lecture Demonstration	06 eLMS Activity 1 06 Quiz 1 06 Task Performance 1
16	Distinguish the effects of time and space in the physical environment of the game. (CO2)						
17	Design a gameplay level. (CO3)						
		14			PRE-FINAL EXAMINATION		Pen-and-Paper Test

Learning Objectives (LO)		Week	LEC Hours	LAB Hours	TOPICS	Teaching and Learning Activities	Assessment Tasks
18	Create a working prototype game. (CO3)	15-17	6	6	Project Development and Presentation	Group Activity	Project Development
19	Present the final output of the project. (CO3)					Consultation	Project Presentation
		18			FINAL EXAMINATION		Pen-and-Paper Test

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