

CSIT 115: INTRODUCTION TO COMPUTER GAME DEVELOPMENT

1. Course Information

Subject

CSIT - Computer Science/ Information Technology

Course Number

115

School

Science, Technology, Engineering, Mathematics

Course Title

Introduction to Computer Game Development

2. Hours

Semester Hours

3.00000

Lecture

3

Lab

0

Practicum

0

3. Catalog Description

For display in the online catalog

This course is an overview of game development. Students will analyze games and gameplay elements, examine genres and trends in games and formulate their own proposal for an original game. The course will also discuss the history of videogames, the current state of electronic gaming, as well as possible future developments. Open lab time required.

4. Requisites

Prerequisites

NONE

Corequisites

NONE

5. Course Type

Course Fee Code

3

Course Type for Perkins Reporting

vocational (approved for Perkins funding)

6. Justification

Describe the need for this course

This is a required course in the Computer Science AS Degree: Game Development and Design Option.

7. General Education

Will the college submit this course to the statewide General Education Coordinating Committee for approval as a course, which satisfies a general education requirement?

No

If the course does not satisfy a general education requirement, which of the following does it satisfy:

Program-specific requirement

8. Consistency with the Vision and Mission Statements, the Academic Master Plan, and the strategic initiatives of the College

Please describe how this course is consistent with Ocean County College's current Vision Statement, Mission Statement, Academic Master Plan, and the strategic initiatives of the College:

Add item	
1	Offer comprehensive educational programs that develop intentional learners of all ages and ensure the full assessment of student learning in these programs. (Mission Statement)
2	Foster educational innovation through effective teaching-learning strategies, designed to develop and nurture intentional learners who are informed and empowered. (Vision Statement)
3	Employ technology and learning outcomes assessment to ensure student success in an increasingly diverse and complex world. (Vision Statement)
4	Prepare students for entrance into the workforce and/or for successful transfer to other educational institutions. (Academic Master Plan)
5	Seek to empower students through the mastery of intellectual and practical skills. (Academic Master Plan)
6	Challenge students to transfer information into knowledge and knowledge into action. (Academic Master Plan)

9. Related Courses at Other Institutions

Comparable Courses at NJ Community Colleges

Institution

Brookdale CC

Course Title

Game Design and Development

Course Number

COMP175

Number of Credits

3

Comments

Prerequisite COMP126 Computer Logic and Design

Institution

Camden County College

Course Title

Game Design and Development I

Course Number

CGR125

Number of Credits

3

Institution

Mercer County CC

Course Title

Game Theory and Culture

Course Number

GAM120

Number of Credits

3

Institution

Raritan Valley CC

Course Title

Fundamentals of Game Design

Course Number

CISY106

Number of Credits

3

Institution

Salem CC

Course Title

Introduction to Game Engines

Course Number

CGA160

Number of Credits

3

Comments

Digital Art prerequisites

Institution

Union County College

Course Title

Game Design and Development I

Course Number

GDP110

Number of Credits

4

Transferability of Course**Georgian Court University**

Course Code, Title, and Credits	Transfer Catagory	If non-transferable; select status
EC, 3 credits	Elective	

Kean University

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
CPSX1003, Computer Science Elective, 3 credits	Elective	

Monmouth University

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
FE01, Elective credit, 3 credits	100 Level Free Elective	

Rowan University

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
INTR 99088, Elective Credit, 3 credits	General Education	

Rutgers - New Brunswick, Mason Gross School of the Arts

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
		Will not transfer

Stockton University

Course Code, Title, and Credits	Transfer Category	If non-transferable; select status
CSISEC, Computer Science & Info System Elective, 3 credits	Elective	

10. Course Learning Outcomes**Learning Outcomes**

Students who successfully complete this course will be able to:	
CLO1	Compare historical events/periods with types of games played in that time.
CLO2	Explain various recurring strategy elements common to all game play.
CLO3	Describe the various video game platforms.
CLO4	Recognize the basic types and genres of and classify games according to type and genre.
CLO5	Demonstrate a working knowledge of game history, identifying and relating the history of a game to its development.
CLO6	Explain and identify the concept of Game Theory.
CLO7	Critically evaluate a game based on historical importance, effectiveness of strategy, genre and game theory.

11. Topical Outline

(include as many themes/skills as needed)

	Major Themes/ Skills	Assignments (Recommended but not limited to)	Assessments (Recommended but not limited to)	Course Learning Outcome(s)
T01	Introduction 1) Introduction to gaming 2) Origins and Evolution of Gaming 3) Gaming Genres (strategy, adventure, simulation, action, role-playing, sports, and war games)	Reading, lecture	Tests/Quizzes	CLO1, CLO3, CLO4, CLO5

T02	Game Research: What, Why, Where, How? 1) Introduction to Video Games 2) Video Game Platforms 3) Video Game Genres 4) Writing with Games: The Quest for Interactive Storytelling 5) Games as a Medium I: Entertainment and Communication 6) Games as a Medium II: Game Play vs. Narrative 7) Game Genres and Categories 8) Culture: Gender, Player Communities, Violence and Subversion of Mainstream Games 9) Case Study	Reading, lecture, demonstration, gameplay, videos, current event articles Group Work	Tests/ Quizzes Hands on Gameplay, Game Design, Story Boarding Game Creation Discussion and interaction via online venues Paper and Game Development	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7
T03	Overview of Game Theory 1) Introduction to Game Development 2) Basic Elements of Game Production	Reading, Lecture, PowerPoint	Tests/Quizzes/ Practical game applications	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7
T04	Writing about Games: Criticism, the Game Press and Reviews 1) How to Analyze a Game and Case Studies	Reading, Articles, Lecture	Online Discussions and in class discussions	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6
T05	Process of Game Development 1) Developing a Game Concept - Brainstorming 2) Establishing the focus 3) Creating a Story Line 4) Documenting the design 5) Playtesting	Lecture, PowerPoint, Group Work Storyboarding	Group Work, Paper	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7
T06	The Business: Game Production 1) Effect of Market Factors on Game Development 2) Culture: The International Scene (Europe, Japan, Korea) 3) How to Identify a Market for Your Game	Lecture, PowerPoint	Tests, Quizzes, Discussions	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7
T07	Final Project	Lecture, PowerPoint	Group Work, Paper	CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7

12. Methods of Instruction

In the structuring of this course, what major methods of instruction will be utilized?

Class lecture/discussion, demonstrations, current readings, computer interaction, assignments and game project.

13. General Education Goals Addressed by this Course (this section is to fulfill state requirements)

Information

Technological Competency

Yes

Related Course Learning Outcome

CLO1, CLO2, CLO3, CLO4, CLO5, CLO6, CLO7

Related Outline Component

TO1, TO2, TO3, TO4, TO5, TO6, TO7

Assessment of General Education Goal (Recommended but not limited to)

Group Presentation, Tests, Quizzes

14. Needs

Instructional Materials (text etc.):

Appropriate textbooks and/or open educational resources will be selected. Contact the department for current adoptions. Class notes, software, manuals and online help, College Portal and/or College Distance Learning Platform and/or Textbook or Instructor Website.

Technology Needs:

Compatible equipment for older consoles

Human Resource Needs (Presently Employed vs. New Faculty):

Presently employed

Facility Needs:

Room with open desks for gameplay and equipment that is compatible with old consoles.

Library needs:

Research books on game history and game theory.

15. Grade Determinants

The final grade in the course will be the cumulative grade based on the following letter grades or their numerical equivalents for the course assignments and examinations

A: Excellent

B+: Very Good

B: Good

C+: Above Average

C: Average

D: Below Average

F: Failure

I: Incomplete

R: Audit

For more detailed information on the Ocean County College grading system, please see Policy #5154.

16. Board Approval

History of Board approval dates

Revised: December 1990; February 27, 1996; April 30, 1996; December 1998; May 4, 2004; Feb. 28, 2006; March 8, 2006

Board of Trustees Approval Date: December 11, 2006

Board of Trustees Approval Date: March 26, 2012

Board of Trustees Approval Date: February 25, 2013

Approval of Form: September 2017

Board of Trustees Approval Date: March 26, 2020