Eugenio María de Hostos Community College - Humanities Dept.

Game Design 210

Game Studio

Spring 2020 Syllabus

Hostos **GAME DESIGN** PROGRAM   Hostos Community College   CUNY THE CITY UNIVERSITY OF NEW YORK

GD210 Game Studio

Basic Course Info	Game Design 210: Game Studio
	4.0 credit hours
Class Section	GD210-[Section ID] [Course number]
	[Meeting day/time]
Instructor	[Name]
	[Contact Information]
	[Office/Hours]
Course Description	This course focuses first on contextualizing how small and large scale game development takes place in the games industry. Students study the different career paths within a company, the development cycle, game marketing and peripheral game markets. Then students develop a capstone project, creating a game from initial concept to final production. Over the course of the semester students are provided with the opportunity to develop this long-form project using iterative design methodologies.
Prerequisites	GD105 Game Programming I; GD201 Digital Games;

Course Objectives

- Learn about the different possible career paths available within the game industry
- Learn about the game production process and development cycle
- Develop a stronger collaborative design practice
- Gain experience using game design methodologies, concepts, and development

Recommended Reading

- Fullerton, T., Hoffman, S. and Swain, C. (2008). *Game Design Workshop*. San Francisco, CA [u.a.]: CMP Books [u.a.].
- Rogers, S. (2014). *Level Up!*. Hoboken: Wiley.
- Salen, K. and Zimmerman, E. (2010). *Rules of Play*. Cambridge, Mass. [u.a.]: The MIT Press.

Assignments

This is a studio course involving a combination of lecture, project activities, and discussion of assigned readings. Staying on top of the reading assignments is essential in order to be informed and make contributions during in-class discussions and activities. These readings will reference and introduce concepts and vocabulary that may at times be unfamiliar and

so require students to do independent research. This will be expected.

Part of the grade will be based on engagement and consistent attendance. The balance of the grade will be determined by game related assignments undertaken over the 15 week course.

Extra Credit   Throughout the semester, there may be opportunities for extra credit to be earned. In order to receive the extra credit, students must complete the assignment in full and post it to the team by the deadline. Extra credit opportunities will be listed in the Extra Credit Forum. There may also be additional extra credit opportunities offered during class time and hidden in lecture materials with specific instructions for receiving credit.

Grade Breakdown

Assignment	Description	Grade Points
Reading Responses 1-4	During the first part of the course, we will cover lectures on and readings about game production methodologies. The first four assignments will be written responses that relate the concepts covered in the lectures with those in the readings.	80
Game Design Profile Presentation (GDP)	For this project students will be required to create a presentation that profiles one important indie game or designer from a design perspective and its contribution to the field. The presentation should cover the game's development, design process, designer/developer background, inspiration, methodology, noted game titles from the developer and what else they are noted for within the industry. Students will be required to read at least two interviews with the designer or development team and provide at least 4 other references for their presentation.	30
Capstone Project: Game Pitch & One-Sheet (GP)	Each student will prepare a game proposal one-sheet and a short pitch presentation. These proposals will detail the goal of a game that they have devised, its core mechanics, narrative, and what assets will be needed to build it. In addition it will be important for students to outline and describe influential precedents being referenced. The entire class will review the proposals in order to select two or more games, which they will form into groups in order to build over the course of the remainder of the semester.	30
Capstone Project: Weekly Devlogs	Over the second part of the semester the class will break down into two or more production teams with the task of designing, building, testing and launching a game. Each group will be broken down into members representing traditional industry development roles.	30

	(3,WDL)	Students will be responsible for developing their games in a series of three prototypes and testing their games at each of these milestones. The user testing will be documented by the group in a series of devlog reports that will be publicly posted and evaluated by the professor. The structure and documentation for these tests will be covered in class.	
Capstone Project: Final Game (FG)		At the end of the roughly ten week development cycle, each group will be expected to have a final playable game (45 points) and will be asked to put together a short presentation documenting their development process for critique (15 points).	60
Capstone Project: Game Design Document & Other Doc.		Accompanying their final game, each team will be responsible for producing an industry-quality 10-page Game Design Document that outlines the Narrative, Mechanics, Game Flow, Assets, and Industry Competition. Each game will also need a public/live webpage. A promotional video is highly recommended and may be included as extra credit.	50
Participation		This portion is based on in-class participation. Every student begins the term with 45 participation points. On-time attendance is expected for every scheduled class.	45
Total		**Taken out of 300 points (>325 points possible)**	**300**

Grade Conversion Chart

Total Points	Achievement Level (for entertainment value only)	GPA
>300	**Creative Director**	**4.0**
278-300	Senior Designer	4.0
269-277	Game Designer	3.7
260-268	Junior Game Designer	3.3
248-259	Level Designer	3.0
239-247	QA Tester	2.7
230-238	Freelance Tester	2.3
209-229	Paid Intern	2.0
180-208	Unpaid Intern	1.0
<180	**Hobbyist**	**0.0**

Hostos-wide Academic Policies

Hostos Community College believes that developing student's abilities to think through issues and problems by themselves is central to the educational process. Since the Hostos College degree signifies that the student knows the material s/he has studied, and the practice of academic dishonesty results in grades or scores that do not reflect how much or how well the student has learned, understood, or mastered the material, the College will investigate any form of academic dishonesty brought to its attention. If the charge of academic dishonesty is proved, the College will impose sanctions. The three most common forms of academic dishonesty are cheating, plagiarism, and bribery.

Cheating

In the collegiate setting, cheating is defined as the purposeful misrepresentation of another's work as one's own. Faculty and students alike are responsible for upholding the integrity of this institution by not participating either directly or indirectly in act of cheating and by discouraging others from doing so.

Plagiarism

Plagiarism is a form of cheating which occurs when persons, even if unintentionally, fail to acknowledge appropriately the sources for the ideas, language, concepts, inventions, etc. referred to in their own work. Thus, any attempt to claim another's intellectual or artistic work as one's own constitutes an act of plagiarism.

Bribery

In the collegiate setting, bribery involves the offering, promising, or giving of items of value, such as money or gifts, to a person in a position of authority, such as a teacher, administrator, or staff member, so as to influence his/her judgment or conduct in favor of the student. The offering of sexual favors in exchange for a grade, test score, or other academic favor, shall be considered attempted bribery. The matter of sexual favors, either requested or offered, in exchange for a grade, test score or other academic favor, shall also be handled as per the Sexual Harassment procedures of the College.

College Attendance Policy

Students are expected to attend all class meetings in the courses for which they are registered. Classes begin at the times indicated in the official schedule of classes. Arrival in class after the scheduled starting time constitutes lateness.

The maximum number of absences is limited to 15% of the number of scheduled class hours per semester and a student absent more than the indicated 15% is deemed excessively absent. Attendance is monitored from the first official day of classes. In the case of excessive absences or lateness, the instructor has the right to lower the grade, assign a failing grade, or assign additional written work or readings.

Absences due to late registration, change of program, or extenuating circumstances will be considered on an individual basis by the instructor. Each department and program may specify in writing a different attendance policy. Instructors are required to keep an official record of student attendance and inform each class of the College's or department's attendance policy.

NOTE:

- Any work missed during any period of absence must be made up by the student.
- To meet financial aid criteria, a student must attend class at least once in the first three weeks and once in either the fourth or fifth week of class.

ADA Statement

As required by the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, reasonable accommodations are provided to ensure equal opportunity for students with verified disabilities.

If you have a disability that requires accommodations, contact:

Accessibility Resource Center
Savoy (D) Building
120 Walton Ave, Room D101P
Bronx, NY 10451
Phone: (718) 518-4454 (Voice/TTY)

If you are already registered with ARC and have a letter from them verifying that you are a qualified student with a disability, please present the letter to the instructor as soon as possible. The instructor will work with you and ARC to plan and implement appropriate accommodations.

Please Note:

Students who do not register with the ARC office and have their disability verified are not eligible to receive any special accommodations.

Additional Policies

- CUNY Policy on Academic Integrity
- Política de Integridad Académica de CUNY [Spanish]
- Policy on retention of academic records
- CUNY Uniform Grade Symbols: Glossary and Guidelines
- CUNY Testing Policy for students with disabilities
- CUNY Policy on Drug and Alcohol
- CUNY Testing Policies and Procedures
- State Education Department rules on awarding credit for same courses in different degree programs.
- Religious Accommodation of Students - Memo from General Council.
- CUNY student complaint procedure
- Board of Trustees resolution on articulation and transfer

Please note that this schedule is tentative and subject to change
Please check the class page for the most recent assignment descriptions

Week	Lecture/Activity	Due
1	Class Intro; Class Blog; Stages of Game Development	
2	Game dev. roles; Iron Designer Challenge (activity)	Course Agreement Form; RR1
3	**Game Design Profile Presentations**	GDP
4	Game Feel; QA/Polish; introduce Capstone Project	RR2
5	Activity	RR3
6	**Game Pitch Presentations**; Core Mechanic Prototype Workshopping	GP
7	Studio Assignments; Values at Play	RR4
8	Art Development;	
9	Audio Development; Prototype 1 Testing	
10	Prototype 2 Testing	WDL1-3
11	Marketing / Promotion; Prototype 3 Testing	WDL1-3
12	The Future of Games; Workshop **GDD DUE!!!**	GDD
13	Work day - Presentation outline and alpha build due (for digital games)	Presentation Outline; Alpha Build
14	**Public demo session for Hostos Arcade**	
15	**Final deliverables due**	