Eugenio Maria de Hostos Community College

GD201 Intro to Game Design
Fall 2019
REVISED APRIL 6, 2020

Mondays, 9:30 – 12:15 p.m.
Room C-456
  Professor Dean Razavi
  Email: dean@razburygames.com
  Office Hours: Mondays, 12:15 – 1:30

Class Materials: Readings in this class come the textbook "The Art of Game Design: A Book of Lenses, Third Edition". This book is used in additional classes in the Hostos Game Design program. Additional excerpts and links to relevant videos will be posted on Blackboard.

You will also require writing materials and paper sufficient to draw and diagram games. Additional game parts will be made available to you as necessary.

Class Structure: Class will typically be broken into halves; lecture and discussion, and then studio time. Short breaks will be provided in between these sections – *please do not come and go outside of these breaks.*

Turn-In Assignments: Any assignment that is to be turned in must be submitted no later than 10 minutes after class start (that is, **by 9:40 am that day**). Paper submissions may be turned in by hand (or submitted on Blackboard if you are absent from class, however you must note that **technical difficulties in the use of Blackboard will not result in an extension**). Prototype submissions must be turned in by hand. **Late assignments will receive a grade of 0.**

Grading: Grading at the end of the semester is based on four primary grades: participation, your Digital-to-Analog Game, your Puzzle Game, and your Final Project. Rubrics for every project in the class are currently posted on Blackboard, and describe the expectations of each project in detail.

Attendance: Attendance for this class is not graded. <u>However</u>, as described below, a substantial portion of your grade in this class is based on responding to cold calls. If you are absent when called, it will be recorded as a 0 for your participation that day. If you must be absent from class, **email me no later than 8:30 am before class** explaining your absence, and you will be removed from the cold call list for that day.

GRADING

<u>Participation</u>: 35%. This grade includes your performance during cold calls as well as involvement in small group exercises.

- *Journals*: 25%. Each day that a reading has been assigned, you will submit a 3-5 sentence journal entry reflecting on the reading. You may respond to the reading however you would like, but it must engage with the topics covered for that day. Some example topics are provided on blackboard for your review to help get you started. These topics are not exclusive; if you have something else you'd rather say about the reading, say it.

- *Small Group Exercises*: 10%. Throughout the semester you will break off into small groups for short in-class exercises. Your participation in these exercises is expected and will be graded.

<u>Digital-to-Analog Game</u>: 20%. During the semester, and working in teams of 2-3, you will submit a board game prototype that mechanically mirrors a selected video game. You will also submit a 1-page document describing the summary and overview of the game. See the grading rubric on Blackboard for the full project requirements.

<u>Dynamics Game</u>: 20%. During the semester, and working alone, you will submit a new card-and-dice game prototype. It must have involve both player skill and random chance. Before this project is completed, you will submit a playtesting plan. You will also submit a GDD describing the overview, mechanics, design, and challenge of the game. You will also, as a group, give a 5-minute presentation of the game. See the grading rubric on Blackboard for the full project requirements.

<u>Final Game</u>: 25%. At the conclusion of the semester, and working in new teams of 2-3, you will submit a final board game. The concept must be innovative, fun, and demonstrate a mastery of all the topics covered during the semester. The project must be accompanied by a full instruction set sufficient for someone to play the game without any prior knowledge. The instruction set should include a brief "story" for your game, and the game should be themed accordingly.

Week 1 (January 27) – Class Intro / Syllabus Review / What is Game Design?

Week 2 (February 3) – What is a Game?

       Read *Lenses*:
- Chapter 1 – *Designer*
- Chapter 4 – *Game*
- Chapter 7 – *Idea*

Week 3 (February 10) – Game Elements, GDDs

       Read *Lenses*:
- Chapter 5 – *Elements*
- Chapter 27 - *Documents*

NO CLASS FEBRUARY 17

Week 4 (February 24) – Mechanics

       Read *Lenses*:
- Chapter 12 – *Mechanics*, pg 165-190

Week 5 (March 2) – Iteration & Playtesting

       Read *Lenses*:
- Chapter 8 – *Iteration*
- Chapter 28 – *Playtesting*

       Team Formation for Digital to Non-Digital Project

Week 6 (March 9) – Playtest Day

       Bring your Digital-to-Non-Digital prototype and be prepared to set up and have other students play the game.

Week 7 (March 16) – **NO CLASS**

Week 8 (March 23) – Dynamics

       Read *Lenses*:
- Chapter 12 – *Mechanics*, pg 190-end
- Chapter 16 – *Interest Curves*

NO CLASS MARCH 30

Week 10 (April 6) – Dynamics Pt II

- **Digital-to-Non-Digital prototype and summary due**

Week 11 (April 13) - Game Balance, Progression, Pacing

Read *Lenses*:
- Chapter 12 – *Balance*

Playtest Plan for Dynamics Game Due

Week 12 (April 20) – Puzzle Games

Read *Lenses*:
- Chapter 14 – *Puzzles*

Week 12 (April 27) – Aesthetics

Read *Lenses*:
- Chapter 6 – *Theme*
- Chapter 23 – *Aesthetics*

Dynamics Presentations, prototype and GDD due

Week 13 (May 4) – Understanding the Player

Read *Lenses*:
- Chapter 9 – *Player*
- Chapter 10 – *Player's Mind*

Week 14 (May 11) – Catch Up

FINAL EXAM – **Final Project Due, Play All Games**