



IGME 220: Game Design and Development I Spring 2014 – Section 05 (MWF 3-4pm) Course Syllabus

R·I·T

Instructor and Class Details

Professor Elizabeth Lawley

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Office hours: Mon/Wed 1-3pm

Phone: 585-598-4947 (the *worst* way to reach me...)

Course Text and Materials

Required Text: Schell, Jesse. *The Art of Game Design* (2008, Morgan Kaufman)

In addition to the required text, there will be a number online readings that you will receive over the course of the quarter. They will be uploaded to (or linked from) the Content section in myCourses.

Important RIT Deadlines

Last day of add/drop is February 3, 2014

Last day to withdraw with a grade of "W" is April 25, 2014

Course Description

This course examines the core process of game design, from ideation and structured brainstorming in an entertainment technology context through the examination of industry standard processes and techniques for documenting and managing the design process. This course specifically examines techniques for assessing and quantifying the validity of a given design, for managing innovation and creativity in a game development-specific context, and for world and character design. Specific emphasis is placed on both the examination and deconstruction of historical successes and failures, along with presentation of ethical and cultural issues related to the design and development of interactive software and the role of individuals in a team-oriented design methodology. Students in this class are expected to actively participate and engage in the culture of design and critique as it relates to the field.

Course Objectives

The goal of this course is to present students with core theories of game design, from ideation and structured brainstorming in an entertainment technology context through the examination of industry standard processes and techniques for documenting and managing the design process. Students will specifically examine techniques for assessing and quantifying the validity of a given design, for managing innovation and creativity in a game development-specific context, and explore methodologies for world and character design. Specific emphasis is placed on both the examination and deconstruction of historical successes and failures, along with presentation of ethical and cultural issues related to the design and development of interactive software and the role of individuals in a team-oriented design methodology. Students in this class will embrace the culture of design and critique as it relates to the field.

Upon completion of this course, students should be able to:

- Identify core theories of game design through the examination of industry standard processes and techniques for documenting and managing the design process.
- Evaluate the validity of a given design, demonstrating process knowledge of innovation and creative management techniques as well as formal theories of world and character design as the basis for their evaluations.

Course Topics

Week 1: Introduction and Definitions of Games and Play	Week 8: Motivation and Gamification
Week 2: History of Games and Play	Week 9: Game Balance
Week 3: Game Genres and Technologies	Week 10: Narrative and Interest Curves
Week 4: Ideas, Iteration, and Teamwork	Week 11: Environments and Characters
Week 5: Players and Audiences	Week 12: Social and Community Aspects of Games
Week 6: Game Mechanics and Interfaces	Week 13: Psychological and Societal Impact
Week 7: Prototyping and Playtesting	Week 14: Business and Marketing
	Week 15: Final Pitches

Grading

There are 2000 points available through assignments, quizzes, and exams. At the end of the semester, you'll receive a grade of A ("nice work!"), C ("you passed, but don't expect a glowing letter of reference"), or F ("perhaps you should consider a different major") :

Total Points	Grade
1660+ (83%+)	A
1300-1659 (65-82.9%)	C
< 1300 (<65%)	F

Due dates are all shown in the myCourses calendar. Grades will be posted in the myCourses gradebook.

Individual Assignments

Game Idea Proposal & Pitch

Part 1: Post a short game idea proposal for the group project to the specified forum. Evaluation will be based on quality of idea and of the writing. *(75 points)*

Part 2: Give a 30-60 second pitch for your game idea to the class. At the end, the class will vote on which ideas to adopt for development. Evaluation based on quality of idea and presentation of pitch.

(25 points; 25 bonus points to the people whose ideas are selected)

Analog Game Analysis Paper

Short paper using an analytic framework to discuss a non-digital game.

(200 points)

Prototype Game Analysis Paper

Short paper using an analytic framework to discuss another group's game prototype.
(200 points)

Quizzes & Exams

Quizzes

Short quizzes on the readings and lectures will be given on a regular basis at the beginning of class. You are encouraged to bring a sheet of (handwritten) notes with you to class, and can use that during the quiz. I'll give at least 15 quizzes (quite probably more), but will only count the top ten.
(20 points per quiz, top ten counted, 200 points total)

Midterm Exam

The midterm exam will consist of questions taken from the quizzes, as well as questions submitted by students. It will be taken in class on Friday, March 14.
(200 points)

Final Exam

The final exam will consist of questions from the quizzes and the midterm, as well as questions submitted by students. It will also include at least one essay question. It will be a comprehensive final exam, covering material from the entire semester, and will be given during our scheduled final exam time slot.
(300 points for exam)

Group Activities

Group Game Design Document

A full design document for your guild's game. This will be written over the course of the semester, with three separate deliverables.
(250 points; 75 points for each of the first two deliverables, and 100 points for the final version)

Group Game Prototype

A prototype of your game, suitable for playtesting by other groups.
(150 points)

Group Peer Evaluation

You will have an opportunity twice during the semester to evaluate your peers. The first evaluation will be worth a maximum of 25 points, the second will be worth 75 points.
(100 points maximum)

Group Final Presentations

Presentation of game concept to outside experts. Evaluation based on quality of idea, comprehensiveness of treatment, and quality of presentation.
(100 points for presentation; experts can assign up to 50 bonus points)

Attendance/Participation

There are 44 scheduled class meetings. You receive 5 points for each class you attend, up to a maximum of 200 points. This means you can miss up to four classes with no penalty. For classes with an in-class

exercise or activity, you receive points only if you participate in/complete the exercise or activity. Arriving late to class results in a 2 point attendance deduction. (200 maximum)

Assignment Point Breakdown

Game Proposal	75
Game Pitch	25
Analog Game Paper	200
Digital Game Paper	200
Quizzes	200
Midterm	200
Final	300
Group Game Prototype	150
Group Game Design Document	250
Group Peer Evaluation	100
Group Final Presentations	100
Attendance/Participation	200
Total Available Points	2000

Additional Policies

Cell Phones

Please do not answer cell phones in class. If it's an emergency, leave the room to have your conversation, but be prepared to explain to me what the nature of the emergency was.

Notices of Accommodation

If you have a "Notice of Accommodation", you must provide me with a copy within a week of starting this course. If you provide me with the notice later in the course, it will not be retroactive. (In other words, an NOA is not a license to retake an exam or other work that you have done poorly on.)

Academic Assistance

If you are having trouble with the course, there are several places where you can get academic help:

Office Hours

All IGM professors hold office hours for at least four hours a week. This is an excellent time to come in with questions on the course material, homework, or in class work. We are always glad to help you understand the course material or assignments. Take advantage of this time, since few students bother to talk with their professors outside of class.

Academic Support Center

The Academic Support Center in the Eastman Building (Building 1) provides a variety of services. There are study skills sessions, writing, reading, and mathematics support services, as well as a variety of other types of assistance. They hold a series of short sessions over lunch hours during

the quarter that address specific skills like note taking or time management. Check out the site for a description of what the ASC provides. (<http://www.rit.edu/studentaffairs/asc/>)

University Writing Commons

RIT provides free consultation and support for students working on writing projects through the University Writing Commons located on the first floor of the Wallace Library. Services include walk-in, one-time, and weekly consultations with professional and/or peer writing consultants. (<http://www.rit.edu/academicaffairs/writing/about-us>)

Late Policy

If you are having problems with an assignment or have an emergency that may make you late in submitting your work, **contact me before the due date**. Excuses made after the fact will not be honored. Late assignments will have a deduction of 10% of the assignment's total available XP for each day they're delayed.

Course Communication

Any updates to assignments and any emails that I need to send will be done through MyCourses. **This means you should check your email and the MyCourses conference for this course regularly.** (And you should make sure your RIT email is working, and not forwarded to a broken address.) I generally have email running whenever I am logged in, so you should get a reply to any email you send me within a day. (Actually, it's usually a lot faster than that.) Please be sure to send mail using your RIT account; I'm legally not able to discuss the course with you using any other email address.

Social Networks

I don't initiate friend requests on Facebook, because I don't want you to feel obligated to accept. I do generally accept friend requests from students, although I reserve the right to unfriend you if you start liking every single post or poking me on a regular basis. I have a private Twitter account, and don't accept follower requests on it. I maintain a LinkedIn account, and am happy to connect with students there in order to help them find job-related connections

Policy on Incompletes

This course has been designed so that you can complete all the work in one quarter. Thus incomplete grades will be given only in the most exceptional circumstances, and then only by *prior* arrangement with me. Note that I typically will only give incompletes in the event of: 1) military deployment or 2) verifiable family or medical emergency. Being overcommitted does not fall into either of those two categories.

Academic Dishonesty

My policy on this is simple: If you get caught cheating, you get an "F" as a grade, a letter detailing the incident goes into your folder, and you are immediately removed from the class. (If this is a second occurrence during your career at RIT, the penalties are harsher.) If I accuse you of cheating, the evidence has already been checked by other faculty members to verify it will withstand an appeal.

Please review the departmental policy on cheating as described at <http://www.it.rit.edu/policies/dishonesty.html>.

Finally...

Any and all of the previous information is subject to change or modification during the quarter. Any changes will result in a revised version of the syllabus being posted to myCourses, and announced in class.