Course Syllabus
Level Design
GAME 1304

Semester and Course Reference Number (CRN)	Semester: Spring 2013 CRN: 38380
Instructor Information	Instructor: Joshua Wu Email: joshua.wu1@hccs.edu Phone: (713) 718-6743
Office Location and Hours	Meetings by appointment
Course Location and Times	HCC West Loop Campus, Room C124 Mondays and Wednesdays, 12:30pm to 3:00pm
Course Semester Credit Hours (SCH)	Credit Hours: 3.00 Lecture Hours: 6.00
Course Length and Contact Hours	16 weeks, 96 hours total
Instruction Type	In-person/Lecture
Course Description	Introduction to the tools and concepts used to create levels for games and simulations.
Course Prerequisites	
Academic Discipline/CTE Program Learning Outcomes	
Course Student Learning	1. Discuss the concepts and understand the mechanics at work in level design to

Outcomes (SLO)	learn the nuances of the field. 2. Apply course material to create a final project
Learning Objectives	1.1. Gain insight towards how to make intelligent design decisions based on existing works 1.2. Learn the importance of the different concepts at work in designing a level 2.1. Apply critical thinking and learned skills to create a final project
Student Assignments	Students will be expected to complete small projects in class to demonstrate their learning progress which will culminate in a larger scale and more complicated project for the final to test cumulative knowledge. Each of these projects will be presented in-class for critiques, where students will be expected to participate in giving constructive feedback on the work of their peers as well as absorbing feedback on their own work to learn from their successes and shortcomings. Students will also be expected to keep a sketchbook/journal inside of which they should maintain a constant flow of new material over the semester in addition to normal class assignments. In addition, students are expected to play and study a wide range of popular game titles.
Student Assessments	Students will be graded on their performance on projects that will cover the material from the day's lecture. Larger projects such as the final will be graded based on technique, such as correct application of concepts. Students will also be expected to give feedback in critiques (see Student Assignments) which will be held in-class following the turn-in of each project. The final will consist of a project and "portfolio review," where students will be graded on their overall work during the semester, including their prior projects and their cumulative sketchbook/journal work.
Instructor Requirements and Policies	There will be absolutely no late assignments accepted and no make-up quizzes or exams given!
HCC Grading Scale	A = 100-90 (4 points per semester hour) B = 89-80 (3 points per semester hour) C = 79-70 (2 points per semester hour) D = 69-60 (1 points per semester hour) F = 59 and below (0 points per semester hour) IP (in Progress) = (0 points per semester hour) W (Withdrawn) = (0 points per semester hour) I (Incomplete) = (0 points per semester hour)

AUD (Audit) = (0 points per semester hour)

IP (In Progress) is given only in certain developmental courses. The student must re-enroll to receive credit. COM (Completed) is given in non-credit and continuing education courses. To compute grade point average (GPA), divide the total grade points by the total number of semester hours attempted. The grades "IP," "COM," and "I" do not affect GPA.

Instructor Grading Criteria	Assignments and Projects: 25%
	Journal: 25%
	Final : 50%
	Total: 100%

Instructional Materials	Mandatory: Steam Account (www.steampowered.com), Team Fortress 2, Source SDK, Sketchbook, External Hard Drive

Tentative Course Calendar (Subject to Change)	Week 1	1/14-1/16	Introduction to the course, set-up of necessary materials Introduction to level design Introduction to Source SDK
	Week 2	1/21-1/23	**Martin Luther King Jr. Day, NO CLASS (Monday 1/21)** Basic tool analysis Basic level creation concepts Homework: Experiment with the tools you've learned to get a good feel for them
	Week 3	1/28-1/30	Different types of level design Effects of game mechanics on level design Creating gameplay with levels Advanced tool analysis Advanced level creation concepts Visibility, flow, height variance, water
	Week 4	2/4-2/6	Advanced tool analysis Advanced level creation concepts Points of contention, objectives, objective types, objective

		effects, chokes, lulls, routing
Week 5	2/11-2/13	Advanced tool analysis Advanced level creation concepts Line of sight, class strength, resupply, cover, signs, lighting, sky, general psychology, mood, detailing, optimization **Begin Final Project** Level design production stages Paper sketch, iteration on paper
Week 6	2/18-2/20	**President's Day, NO CLASS (Monday 2/18)** Paper sketch, iteration on paper
Week 7	2/25-2/27	Paper sketch, iteration on paper SDK sketch, blocking out the level Playtesting, feedback, iteration in SDK
Week 8	3/4-3/6	Continue playtesting, feeback, iteration in SDK Gameplay refinement, iteration in SDK
Week 9	3/11-3/13	**Spring Break, NO CLASS (Monday 3/11-Sunday 3/17)**
Week 10	3/18-3/20	Continue playtesting, feeback, iteration in SDK Art in level design Gameplay refinement, iteration in SDK
Week 11	3/25-3/27	Continue playtesting, feeback, iteration in SDK Gameplay refinement, iteration in SDK
Week 12	4/1-4/3	Continue playtesting, feeback, iteration in SDK Detailing the level
Week 13	4/8-4/10	Continue playtesting, feeback, iteration in SDK Detailing the level
Week 14	4/15-4/17	Continue playtesting, feeback, iteration in SDK

		Optimization
Week 15	4/22-4/24	Continue playtesting, feeback, iteration in SDK Optimization
Week 16	4/29-5/1	Continue playtesting, feeback, iteration in SDK Preparing the final compile of you map
Week 17	5/6-5/8	**FINALS WEEK** Final Project due Monday, May 6th at the BEGINNING of class! Final Project critques, attendance mandatory

EGLS3 -- Evaluation for Greater Learning Student Survey System	At Houston Community College, professors believe that thoughtful student feedback is necessary to improve teaching and learning. During a designated time near the end of the term, you will be asked to answer a short online survey of research-based questions related to instruction. The anonymous results of the survey will be made available to your professors and department chairs for continual improvement of instruction. Look for the survey as part of the Houston Community College Student System online near the end of the term.

Access Additional Information Online	Student Services Policies: http://hccs.edu/student-rights Distance Eduction (DE) Policies: http://de.hccs.edu/Distance_Ed/DE_Home/faculty_resources/PDFs/DE_Syllabus.pdf Continuing Education (CE) Policies: http://hccs.edu/CE-student-guidlines