Digital Gaming and Simulation
Course Syllabus
Design and Creation of Games
GAME 1306

Semester with Course Reference Number (CRN)	Spring 2012 CRN: 82552
Instructor contact information (phone number and email address)	Reni Abraham Telephone: (713) 718 – 2067 Email: reni.abraham@hccs.edu (preferred contact method)
Office Location and Hours	Office Location: West Loop Campus, C256 Office Hours: Mon. 11:00am – 1:00pm., Tue. and Thur. 12:00 noon-1:00pm
Course Location/Times	West Loop C125, Tue. & Thu. 9:00am – 11:50am.
Course Semester Credit Hours (SCH) (lecture, lab) If applicable	Credit Hours: 3 Lecture Hours: 2 Laboratory Hours: 4 External Hours: 0
Total Course Contact Hours	96.00
Course Length (number of weeks)	16 weeks
Type of Instruction	Lecture/Lab
Course Description:	Introduction to game and simulation development. Includes analysis of existing applications and creation of a game using an existing game engine. In-depth coverage of the essential elements of game design. Also covers an overview of cultural history of electronic games, survey of the major innovators, and examination of the trends and taboos that motivate game design.
Course Prerequisite(s)	- MATH 0306 (Basic Math Pre-Algebra) - Departmental approval - GUST 0341 (7th -9th Grade Reading) - ENGL 0310 or 0349
Academic Discipline/CTE Program Student Learning Outcomes (PSLO)	1. Prepare a design document for a solo game 2. Develop a game or simulation based on the solo design documentation 3. Jointly develop the design documentation for a team project 4. Develop a game or simulation based on the team design documentation

Course Student Learning Outcomes (SLO)	1. Summarize the evolution of the electronic game industry. 2. Explain essential game and simulation elements. 3. Evaluate the strengths and limitations of game and simulation systems 4. Identify programmatic and graphical elements of a game and or simulation development system 5. Develop documentation (pitch and concept) and create a simple game or simulation.
Learning Objectives	**Summarize the evolution of the electronic game industry.** 　　Learn about the history of games from an analytical point of view. **Explain essential game and simulation elements.** 　　Analyze existing and future games to understand what constitutes a game. **Evaluate the strengths and limitations of game and simulation systems** 　　Analyze existing games and simulations to understand capabilities, requirements, and limitations of games and simulations. **Identify programmatic and graphical elements of a game and or simulation development system** 　　Learn a simple game engine to understand the programmatical and graphical elements of a game or simulation. **Develop documentation (pitch and concept) and create a simple game or simulation.** 　　Conceive, document, and create an original video game or simulation
SCANS and/or Core Curriculum Competencies: If applicable	**Summarize the evolution of the electronic game industry.** • Foundation Skills - Basic –Listening &Speaking • Foundation Skills - Thinking –Creative, Problem Solving, & Reasoning **Explain essential game and simulation elements.** • Workplace Competencies - Information -Interprets & Communicates **Evaluate the strengths and limitations of game and simulation systems** • Workplace Competencies - Information -Acquires & Evaluates **Identify programmatic and graphical elements of a game and or simulation development system** • Workplace Competencies - Information -Uses Computers to Process • Workplace Competencies - Technology -Selects Technology **Develop documentation (pitch and concept) and create a simple game or simulation.** • Workplace Competencies - Interpersonal -Participates as Team Member • Workplace Competencies - Interpersonal -Exercises Leadership • Workplace Competencies - Interpersonal -Negotiates to Arrive at a Decision • Workplace Competencies - Interpersonal -Works with Cultural Diversity Workplace Competencies - Technology -Applies Technology to Task
Instructional Methods	Face to Face

Student Assignments	**Summarize the evolution of the electronic game industry.** Discussions, Papers, Presentations, Homework Exercises, Readings **Explain essential game and simulation elements.** Discussions, Papers, Presentations, Homework Exercises, Readings **Evaluate the strengths and limitations of game and simulation systems** Discussions, Papers, Presentations, Homework Exercises, Readings **Identify programmatic and graphical elements of a game and or simulation development system** Discussions, Lab Exercises, Homework Exercises, Readings **Develop documentation (pitch and concept) and create a simple game or simulation.** Papers, Presentations, Projects, Lab Exercises, Homework Exercise
Student Assessment(s)	**Summarize the evolution of the electronic game industry.** Various assigned readings from textbooks In-class discussions Quizzes/Tests which may include: definitions, matching, multiple choice, true/false, short answer, brief essay **Explain essential game and simulation elements.** Various assigned readings from textbooks In-class discussions Quizzes/Tests which may include: definitions, matching, multiple choice, true/false, short answer, brief essay **Evaluate the strengths and limitations of game and simulation systems** In-class discussions Quizzes/Tests which may include: definitions, matching, multiple choice, true/false, short answer, brief essay **Identify programmatic and graphical elements of a game and or simulation development system** Various assigned readings from textbooks In-class discussions **Develop documentation (pitch and concept) and create a simple game or simulation.** In-class discussions Group and/or individual projects
Instructor's Requirements	**NO** late work will be accepted. **ZERO** tolerance.
Program/Discipline Requirements: If applicable	• Students will be expected to develop an original concept for their *Solo* game. • Students are expected to be on time for class. • If a student is absent for any reason, it is the student's responsibility to find out what was covered in class. • Students will be expected to develop games and simulations using different software. A lot of self-motivation and enthusiasm is needed to complete the

work.

- Students are not expected to buy their own software. The open lab has all the software needed for the students to complete the work. It is the responsibility of the students to use class time wisely and if work is not completed they are expected to go to open lab and complete the work.
- **TURN OFF** cell phones. Students caught using cell phones WILL lose class participation points.
- **NO surfing the web** unless for class work. Students caught surfing the web WILL lose class participation points.
- Students will be expected to turn in all work with profession quality.
- Students will be expected to be self-motivated and enthusiastic about the work to be completed.
- Students will be expected to be encouraging and professional at all times.
- Students will be expected to be in **professional attire** for all presentations.
- Students are expected to respect constructive comments from peers

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 point per semester hour
59 and below = F	0 points per semester hour
FX (Failure due to non-attendance)	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

Percent	Item
30%	Quizzes: Eagle Online
20%	Homework Assignments & Participation (one point for each day of attendance MINUS deductions of participation points)
20%	Solo Project
20%	Team Project
10%	Pitching and Marketing

100%	**Total**

Instructional Materials	**Textbook:** Fundamentals of Game Development (Chandler & Chandler) ISBN: 978-0-7637-7895-8 **Two presentation folders** with a clear front and holder for a CD **External Storage:** Flash or Portable (preferred) Drive **At least 2** writable CD/DVD

HCC Policy Statement:

Access Student Services Policies on their Web site:	http://hccs.edu/student-rights

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.

Distance Education and/or Continuing Education Policies

Access DE Policies on their Web site:	http://de.hccs.edu/Distance_Ed/DE_Home/faculty_resources/PDFs/DE_Syllabus.pdf
Access CE Policies on their Web site:	http://hccs.edu/CE-student-guidelines

HCC 16-week Calendar

SPRING- TRADITIONAL 16- WEEK SEMESTER

Date	Day	Event
November 7	Monday	Registration Begins
November 18	Friday	Application Deadline for New International Students
November 18	Friday	Financial Aid SEOG Deadline
December 1	Thursday	Veteran's Advanced Pay Application deadline for Spring
December 19- January 1		Offices Closed- Holiday Break
January 10	Tuesday	Application Deadline for International/Transfer Students
January 13	Friday	Last Day for 100 % Refund
January 16	Monday	Offices Closed- Martin Luther King, Jr. Observance
January 17	Tuesday	Classes Begin- Drop/Add/Swap Fee ($15.00) Begins
January 17- February 2		70% Refund
January 18	Wednesday	Registration Ends
January 18	Wednesday	Last Day for Drop/Add/Swap
January 30	Monday	Official Date of Record
February 3- 8		25% Refund
February 15	Wednesday	Priority Deadline for Spring Completion of Degrees or Certificates
February 20	Monday	Office Closed- Presidents Day Holiday
March 12-18	Mon-Sun	Office Closed- Spring Break
March 29	Thursday	Last Day for Administrative/ Student Withdrawals- 4:30pm
April 6-8	Fri- Sun	Office Closed- Spring Holiday
April 13	Friday	Veteran's Advanced-Pay Application Deadline for Summer Session
April 16	Monday	Deadline for Spring Federal Student Loans
May 6	Sunday	Instruction Ends
May 7-13	Mon- Sun	Final Examinations
May 12	Saturday	Graduation Exercises
May 13	Sunday	Semester Ends
May 14	Monday	Grades Due by- 12:00 Noon
May 18	Friday	Grades Available to Students
June 30	Saturday	Financial Aid Deadline for 2011-2012

Final Exam Schedule

Spring Final Exam Schedules

NOTE: The final examination schedule must be strictly observed. No deviations from the printed schedule are permitted.

Final exams for students will be given at the normal class hour on the meeting date below.

Monday, May 7

For classes which start between:
7:00 a.m. — 7:30 a.m.
9:00 a.m. — 9:30 a.m.
11:00 a.m. — 11:30 a.m.
1:00 p.m. — 1:30 p.m.
3:00 p.m. — 3:30 p.m.
5:00 p.m. — 5:30 p.m.
8:00 p.m. — 8:30 p.m.

Tuesday, May 8

For classes which start between:
7:00 a.m. — 7:30 a.m.
9:00 a.m. — 9:30 a.m.
11:00 a.m. — 11:30 a.m.
1:00 p.m. — 1:30 p.m.
3:00 p.m. — 3:30 p.m.
5:00 p.m. — 5:30 p.m.
8:00 p.m. — 8:30 p.m.

Wednesday, May 9

For classes which start between :
8:00 am — 8:30 a.m.
10:00 am — 10:30 a.m.
12:00 am — 12:30 p.m.
2:00 pm — 2:30 p.m.
4:00 pm — 4:30 p.m.
6:00 pm — 6:30 p.m.
7:00 pm — 7:30 p.m.

Thursday, May 10

For classes which start between:
8:00 am — 8:30 a.m.
10:00 am — 10:30 a.m.
12:00 am — 12:30 p.m.
2:00 pm — 2:30 p.m.
4:00 pm — 4:30 p.m.
6:00 pm — 6:30 p.m.
7:00 pm — 7:30 p.m.

Classes which meet only once per week (May 7, 8, 9, 10, 11, 12, 13) will take exams at the regular class time. (this includes weekend classes)

Exam Schedules for Distance Education go to:
http://de.hccs.edu

Tentative Calendar	**Students are expected to complete the weekly chapter reading before coming to class. There will be a quiz over each chapter in Eagle Online. The quizzes will be open from Thursday 12noon through Monday midnight.**		

WEEK		TOPIC	CHAPTER - READING
1	Jan.17, 19	Introduction Games History	Ch. 1: What is a Game?
2	Jan. 24, 26	Game Industry	Ch. 2: The Game Industry
3	Jan. 31, Feb. 2	Job Functions and Team Setup	Ch. 3: Roles on the Team Ch. 4: Teams
4	Feb. 7, 9	Production Setup	Ch. 5: Effective Communication Ch. 6: Game Production Overview
5	Feb. 14, 16	Concept	Ch. 7: Game Concept Ch. 8: Characters, Setting, and Story
6	Feb. 21, 23	**Introduction to Game Maker**	
7	Feb. 28, Mar. 1	Solo: Design Draft	
8	Mar. 6, 8	Solo: Splash & Intro Screen	
	Mar. 13, 15	**Spring Break – No Class**	
9	Mar. 20, 22	Develop Timeline	Ch. 9: Game Requirements
10	Mar. 27, 29	Develop Budget	Ch. 10: Game Plan
11	Apr. 3, 5	Team: Design Draft	Ch. 11: Production Cycle
12	Apr. 10, 12	Team: Splash, Intro, Ending Screens	Ch. 12: Voiceover and Music
13	Apr. 17, 19	Team: Development	Ch. 13: Localization
14	Apr. 24, 26	Team: Development Peer Testing	Ch. 14: Testing and Code Releasing
15	May 1, 3	Team: Development Bug Fixing	Ch. 15: Marketing and Public Relations
16	**May 8**	**Marketing: Presentations**	