

## **COURSE SYLLABUS**

<b>LAST REVIEW</b>	Fall 2022
<b>COURSE TITLE</b>	Introduction to Game Design
<b>COURSE NUMBER</b>	MMVP 0170
<b>DIVISION</b>	Career and Technical Education
<b>DEPARTMENT</b>	MMVP
<b>CIP CODE</b>	24.0101
<b>CREDIT HOURS</b>	3
<b>CREDIT HOUR BREAKDOWN</b>	Class: 1      Lab: 4
<b>PREREQUISITES</b>	None
<b>COREQUISITES</b>	None

### **COURSE DESCRIPTION**

The fundamentals of digital Game Design will be explored including conditional statements, Gaming concepts as well as the history and guidelines to creating interactive game media. Various genres and design styles will be employed and career opportunities and growth areas identified.

### **PROGRAM LEARNING OUTCOMES**

1. The student will define the hardware and interactive requirements that comprise multimedia
2. The student will compare and contrast technical developments in multimedia and their impact on society
3. The student will create digital audio, digital still images and video images that exemplify the elements and principles of professional level asset acquisition
4. The student will edit original digital content including audio, video and still images
5. The student will create original content by applying the elements and principles of aesthetics and design
6. The student will demonstrate the ethical use of video, audio and copyright law to their creation of media.
7. The student will evaluate the time, scope and medium requirements of multiple projects and create a plan that will result in the on-time completion
8. The student will analyze the scope and medium requirements of multimedia projects, project a completion date and submit the finished work by that date

### **TEXTBOOKS**

<http://kckccbookstore.com/>

### **METHOD OF INSTRUCTION**

A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

## **COURSE OUTLINE**

### **I. A History of the Computer Game**

- A. Space war to Pong
- B. Adventure games
- C. Interactive fiction: The story as a model
- D. Guidelines for Concepts
- E. Key Terms and Definitions

### **II. The Elements of a Good Game**

- A. What is a good game?
- B. Decisions, Players and Control
- C. Balancing
- D. Flow
- E. Presence and Immersion
- F. Characters
- G. Music
- H. Special effects
- I. Genres
- J. Objects and Resources
- K. Goals
- L. Conditional Statements
- M. Gaming Concepts

### **III. Game Design**

- A. Game Development
- B. Welcome to Game Maker
- C. Your first game
- D. Target the player
- E. Interactive challenges
- F. Maze games
- G. Levels and Features
- H. Cooperative games
- I. Competitive games : playing fair
- J. Balance in multiplayer games
- K. Becoming a programmer
- L. Clever computers
- M. Intelligent behavior

## **COURSE LEARNING OUTCOMES AND COMPETENCIES**

Upon successful completion of this course, the student will:

### **A. Identify key events in the history of the computer game**

1. Identify key advances in games
2. Identify the components of Adventure games
3. Analyze interactive fiction as a game model
4. Identify guidelines for game concepts
5. Identify key terms and definitions in the game design industry

## **B. Identify the elements of a good game**

6. Evaluate what constitutes a good game
7. Evaluate the impact of decisions, players and control
8. Analyze the impact of player ability on game flow
9. Evaluate the impact of player characters
10. Identify appropriate use music
11. Identify the genres of computer games
12. Differentiate appropriate and inappropriate gaming concepts

## **C. Identify demonstrate appropriate game design for multiple genres**

13. Identify the steps in game development
14. Identify the components of Game Maker 6.1
15. Create a game using Game Maker
16. Create a game that uses the player as the main target
17. Create a game that provided interactive challenges
18. Create a maze game
19. Modify levels and features of an existing game
20. Identify the elements of cooperative games
21. Identify the elements of competitive games
22. Identify the guidelines to become a programmer
23. Identify the components of artificially intelligent behavior

## **ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES**

Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

## **COLLEGE POLICIES AND PROCEDURES**

*Student Handbook*

<https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf>

*College Catalog*

<https://www.kckcc.edu/academics/catalog/index.html>

*College Policies and Statements*

<https://www.kckcc.edu/about/policies-statements/index.html>

*Accessibility and Accommodations*

<https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html>.