SYLLABUS

DATE OF LAST REVIEW: 02/2013

CIP CODE: 10.0304

SEMESTER: Departmental Syllabus

COURSE TITLE: Introduction to Game Design

COURSE NUMBER: MMVP0170

CREDIT HOURS: 3

INSTRUCTOR: Departmental Syllabus

OFFICE LOCATION: Departmental Syllabus

OFFICE HOURS: Departmental Syllabus

TELEPHONE: Departmental Syllabus

EMAIL: KCKCC issued email accounts are the official means for electronically communicating with our students.

PREREQUISITES: None

REQUIRED TEXT AND MATERIALS: Please check with the KCKCC bookstore, http://www.kckccbookstore.com/, for the required texts for your particular class.

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.

METHOD OF INSTRUCTION:
A variety of instructional methods may be used depending on the content area. These include but are not limited to: lecture, multimedia, cooperative learning, labs and demonstrations, projects and presentations, speeches, debates and panels, conferencing, learning experiences outside the classroom and performance. 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  

EXPECTED LEARNER OUTCOMES:  
A. Upon successful completion of the course the student will be able to identify key events in the history of the computer game  
B. Upon successful completion of the course the student will be able to identify the elements of a good game  
C. Upon successful completion of the course the student will be able to demonstrate appropriate game design for multiple genres  

COURSE COMPETENCIES:  
The student will identify key events in the history of the computer game  
1. The student will identify key advances in games  
2. The student will identify the components of Adventure games  
3. The student will analyze interactive fiction as a game model  
4. The student will identify guidelines for game concepts  
5. The student will identify key terms and definitions in the game design industry  

The student will identify the elements of a good game  
6. The student will evaluate what constitutes a good game  
7. The student will evaluate the impact of decisions, players and control  
8. The student will analyze the impact of player ability on game flow  
9. The student will evaluate the impact of player characters  
10. The student will identify appropriate use music  
11. The student will identify the genres of computer games  
12. The student will differentiate appropriate and inappropriate gaming concepts  

The student will identify demonstrate appropriate game design for multiple genres  
13. The student will identify the steps in game development  
14. The student will identify the components of Game Maker 6.1  
15. The student will create a game using Game Maker  
16. The student will create a game that uses the player as the main target  
17. The student will create a game that provided interactive challenges
18. The student will create a maze game
19. The student will modify levels and features of an existing game
20. The student will identify the elements of cooperative games
21. The student will identify the elements of competitive games
22. The student will identify the guidelines to become a programmer
23. The student will identify the components of artificially intelligent behavior

ASSESSMENT OF LEARNER OUTCOMES:
1. Attendance and participation is required
2. Completion of all assigned projects
3. Completion of all quizzes

SPECIAL NOTES:
This syllabus is subject to change at the discretion of the instructor. Material included is intended to provide an outline of the course and rules that the instructor will adhere to in evaluating the student’s progress. However, this syllabus is not intended to be a legal contract. Questions regarding the syllabus are welcome any time.

Kansas City Kansas Community College is committed to an appreciation of diversity with respect for the differences among the diverse groups comprising our students, faculty, and staff that is free of bigotry and discrimination. Kansas City Kansas Community College is committed to providing a multicultural education and environment that reflects and respects diversity and that seeks to increase understanding.

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