

**OAKTON COMMUNITY COLLEGE
GENERIC COURSE SYLLABUS**

I.	<u>Course Prefix</u>	<u>Course Number</u>	<u>Course Name</u>	<u>Credit</u>	<u>Lecture</u>	<u>Lab</u>
	ART	275	Game Systems and Design	3	0	6

II. Prerequisites

Art 105 recommended

III. Course (catalog) Description

The course covers the practical aspects of game design such as interface design, game documentation, and working with game tests. Experimental and conceptual topics of play mechanics, experience design, design of gaming spaces, and game balancing are covered.

IV. Learning Objectives

- A. To understand how games are put together
- B. To demonstrate the ability to design and produce games
- C. To understand the limitations of games and their construction
- D. To demonstrate the ability to conceive and to develop a vision of a game to the highest level of fidelity and quality

V. Academic Integrity

The very nature of higher education requires that students adhere to accepted standards of academic integrity. Therefore, Oakton Community College has adopted a Code of Academic Conduct and a Statement of Student Academic Integrity. These may be found in the Student Handbook. You may also find a summary of the Code of Academic Conduct in the College Catalog. Among the violations of academic integrity listed and defined are: cheating, plagiarism, falsification and fabrication, abuse of academic materials, complicity in academic dishonesty, falsification of records and official documents, personal misrepresentation and proxy, and bribes, favors, and threats.

It is the student's responsibility to be aware of behaviors that constitute academic dishonesty.

Pursuant to the due process guarantees contained in the Policy and Procedures on Student Academic Integrity, the minimum punishment for the first offense for a student found in violation of the standards of academic integrity is failure in the assignment. In addition, a disciplinary record will be established and kept on file in the office of the Vice President for Student Affairs for a period of 3 years.

VI. Outline of Topics

- A. Game theory
- B. Play Mechanics
 - 1. Structure of play
 - 2. Obstacles, penalties and rewards
 - 3. Levels of play
 - 4. Play and sociological factors
- C. Board game and role-play design
- D. Game concepts
 - 1. New ideas
 - 2. Evaluation of concepts
- E. Abstract Design elements
 - 1. Positive and negative feedback systems
 - 2. Game balancing tools
 - 3. Player rewards and punishments
 - 4. Interaction of systems
 - 5. Simulation and Emulation
- F. Psychological design considerations
 - 1. Operant conditioning
 - 2. Addiction to gaming
 - 3. Rewards and penalties
- G. Interface Design
 - 1. Balancing player control schemes
 - 2. Specific hardware constraints
- H. Practical Game design
 - 1. Spatial design
 - 2. Task design
 - 3. Design integration
 - 4. Control schemes
 - 5. Training
 - 6. Game tuning
 - 7. Play testing and analysis
 - 8. Design implication of platform choice

VII. Methods of Instruction

This course will be presented using a combination of lectures, slide presentations and the use of the school's computer workstations.

VIII. Course Practices Required

- A. Attend all critiques and quizzes as scheduled in the course calendar.
- B. Finish a Final Exam.
- C. Do all the exercises and print all of the assignments.
- D. Attend all classes and labs.

IX. Instructional Materials

- A. 3 1/2 high density diskettes
- B. 11 x 14 mount board and white museum grade board for matting
- C. 12 sheets of ink jet glossy paper
- D. Blank CD disk
- E. Required text: "Awesome Game Creation" by Ahearn and Crooks, Charles River Media, ISBN: 1-58450-223-1

IX. Methods of Evaluation:

The final grade will be based upon the following elements and their weights

- A. Quizzes = 25%
- B. Critiques = 25%
- C. Final Test = 25%
- D. Final Critique = 25%

Quizzes will be administered at the critiques. Each quiz will have multiple choice questions. There will be a total of fifty questions. Quizzes constitute 25% of the grade. There will be three quizzes. The critiques offer the student the opportunity to show work in progress to the instructor and to the class. This allows each student to obtain feed back on the work presented. There will be four critiques including the final. The three critiques constitute 25% of the grade and the final critique constitutes 25% of the grade.

X. Other Course Information

Open lab times will be announced at the beginning of each semester.

If you have a documented learning, psychological, or physical disability you may be entitled to reasonable academic accommodations or services. To request accommodations or services, contact the ASSIST office in the Learning Center. All students are expected to fulfill essential course requirements. The College will not waive any essential skill or requirement of a course or degree program.

Effective beginning term: Summer, 2003 Ending term: _____

Syllabus prepared by: Bernard Krule Date: 11/12/02

Reviewed by Dept./Prog. Chair: Bernard Krule Date: 11/12/02

Approval by Dean: Linda A. Korbel

Date: 3/5/03