

The Illinois Institute of Art-Chicago

Course Title: **GAD116 – Introduction to Game Development**

Session/Year: Summer 2008

Class times: Tuesday & Thursday, 3:00pm – 5:50pm

Instructor: Lindsay Grace

Contact info: LGrace@aii.edu

Class Resources: <http://Ai.LGrace.com>

Course Description: A well-designed game is an integration of artistic and technological components that must clearly define goal, set of game criteria and rules for gameplay. Students learn the fundamentals of what makes a game enjoyable, playable, challenging and marketable.

This course is an introductory overview of the electronic game development process and underlines the historical context, content creation strategies, and future trends in the industry. The course will also explain how games are produced, tested and released.

Course Length: 11 Weeks
Contact Hours: 66 (22 lecture and 44 lab)
Credit Value: 4 QHC
Prerequisites: GEN109 and ART100

Competencies:

1. Demonstrate a working knowledge of game history including key evolutionary developments in game design.
2. Demonstrate understanding of all game genres
3. Create a game concept, back-story, character, biographies, rules and conditions for victory.
4. Write a game proposal including an evaluation of playability and marketability of the product.
5. Create character/vehicle/setting rough concept art.
6. Write game walkthrough.
7. Produce basic game development document.
8. Create intuitive interface designs appropriate to platform and target market.
9. Develop a promotional package for a given product and analyze current market product offerings.
10. Employ video game development processes and production techniques.
11. Create rough layouts for game levels to build on and detail game flow.

Program Goals:

1. Equip students for entry-level jobs
2. Give students a solid foundation based on the 12 principles of animation
3. Develop strong visual/creative problem solving skills based on traditional drawing skills.
4. Promote student professional demeanor, provide students with an understanding of the animation market, and identify and practice characteristics of professional conduct.

Methods of Instruction:

Lab	30%
Lecture	70%

Methods of assessment:

Attendance/Participation:	10%
Exercises/Assignments:	60%
Quizzes/Midterm:	20%

Grading criteria:

The following number points to letter grade scale will be followed for this course:

93-100% = A	77-79% = C+
90-92% = A-	73-76% = C
87-89% = B+	70-72% = C-
83-86% = B	65-69% = D+
80-82% = B-	60-64% = D
0- 59% = F	

In this course, as with most college courses, an **A** grade reflects exceptional work at the course's level, a **B** reflects above average work, and a **C** reflects that the student has done average work.

Required Text: "*Game Development Essentials*", Jeannie Novak, Thompson Delmar Learning, ISBN 1- 4018-6271-3

Suggested Reading:

- Chris Crawford's *The Art of Computer Game Design* (free and available from site)
- Others as provided at <http://Ai.LGrace.com>

Supplemental materials:

Handouts will be supplied by the instructor
Note taking supplies
Drawing supplies
External hard drive or USB memory stick

Technology: PC Lab, Maya

Classroom policy and procedures:

Attendance: Professionals in the industry are expected to be on time and to meet all deadlines. With this in mind, attendance of all classes is mandatory. There are no excused absences; however, emergencies and illnesses documented may be taken into consideration. Roll will be taken at the beginning and end of each class. When late to class or missing a class, the student is responsible for getting missed information. Students with 32% accumulated absence (a total of 21 hours) will fail the course; tardiness counts toward accumulated absence.

Cheating and Plagiarism will not be tolerated. Consult the school catalog for more info in the section on Academic Honesty on page 73.

No late assignments will be accepted. Accommodations can be made for any student with a school allowed or school sponsored absence. If you know you will be absent please let the instructor know before you plan to be absent. In the event you are sick, please email the instructor as soon as reasonably possible.

Special accommodations:

The Illinois Institute of Art-Chicago special needs coordinator, Jamey DiVietro, organizes services for qualified students requiring reasonable accommodations. Notifying the Illinois Institute of Art-Chicago that you have a disability or special needs is optional and confidential. However, in order for the school to accommodate your needs, we need advance notice of the services you require. For more information please contact Jamey DiVietro at 312-777-8616.

Counseling: If during the semester you have problems with stress, just need to talk to someone or need a referral to alternative resources, contact Jamey DiVietro the school counselor. He can be reached in the Student Services offices, or by phone at the services you require. For more information please contact Jamey DiVietro at 312-777-8616 or by e-mail at divetrj@aii.edu.

Weekly Outline

Week 1

Course and Concept Introduction: What is a Game, How do We Make Them

Read: Chapter 1

Homework: Get Book, Get Acclimated

Week 2:

History: What **Were** Games and How **Did** We Make Them

Quiz 1: History of Video Games (vocabulary and identification)

Read: Chapter 2

Homework: Spec, in 1 page of bullet points a game you think history missed (i.e. after learning the history, what game do you wish was made)

Week 3:

The Game Market: Determining Who Will Play your Game

Read: Chapter 3

In-Class: Review Week 2 homework, form game company based on interests

Homework: Propose your quarter-long game project: What's the Game, who's going to play it and how?

Week 4:

Storytelling and Character Development (Visual and Verbal)

Read: Chapter 4 (pages 118-125, 144-145), Chapter 5 (pages 150-151, 161-170)

In-Class: Commit to game concept and begin concept development

Homework: Create minimum of 5 pieces of concept art for game (indicate the w's: who are we, what are we doing, where are we doing it, why are we doing it, etc)

Week 5:

Gameplay: How do I play this thing?

Read: Chapter 6

In-Class: Team Meeting

Quiz 2: "Midterm Evaluation" – what have you learned so far?

Homework: Spec gameplay, begin Design Document

Week 6:

Gameplay

Read: Chapter 7

In-Class: Midterm Review, Team Meeting

Homework: research comparable games, create “market analysis” presentation – how does your current concept art and design document compare to what has worked and what has failed?

Week 7:

Read: Chapter 8: Interface and Gameplay

In Class: Instructor Review of Design Doc Draft

Homework: “prototype” gameplay, be ready to demonstrate your gameplay in class (can be done individually or as team)

Week 8:

Read: Chapter 10 (first half): How a Game Dev Team Works

Quiz 3: Gameplay – what is it and how do make it work (better)?

In-Class: play games, review results, commit to final game

Homework: Divide document responsibilities by dev team responsibility – **each team member completes an individual** document section

Week 9:

Read: Chapter 10 (second half): How a Game Dev Team Works

In class: review and revise document drafts

Homework: Complete design document

Week 10:

Quiz 4: Do You Understand How a Game Dev Works (final)?

In class Begin game packaging, marketing materials, box

Homework: complete packaging, design document, presentation, for class

Week 11:

Review Game Design Docs, Packaging, etc (final project)

Play

This syllabus is subject to change with the needs of the course and at the discretion of the instructor.

Syllabus acceptance signature page

I have read the entire syllabus carefully and understand the attendance policies and class policies concerning assignments. I understand that the class runs for six hours each week and I am personally responsible to be present for each session from start to finish. I am now informed that both late arrivals and early exits are noted in the attendance log.

Name (Print) _____

Phone Number _____

Current email _____