The Illinois Institute of Art-Chicago

Course Title: GAD440 – Advanced Game Prototyping

Session/Year: Winter 2009

Class times: Tuesday and Thursday, 8:00 – 10:50 pm

Instructor: Lindsay Grace

Contact info: LGrace@aii.edu
Class Site: http://Aii.LGrace.com

Course description:
In this class students will create and produce a game prototype demonstrating game design principles acquired in the preceding prototyping course. The culmination of course work results in students fine tuning their design, production and collecting skills. This course continues work started in GAD420, Game Prototyping.

Course Length: 11 Weeks
Contact Hours: 66 (22 lecture and 44 lab)
Credit Value: 4 QHC
Prerequisites: GAD408, GAD420, MAA320

Competencies:

1. Create a game back story, character biographies and a concept bible.
2. Demonstrate critical thinking and creative writing skills in the production of a standardized document describing the game in detail (a game design document).
3. Exercise planning and organizational skills in the production of a written and oral description of the scope and sequence of the game development cycle.
4. Create and document marketing plan for an interactive concept and design.
5. Write proposal for the development of the game.
6. Critically evaluate video games.
7. Discuss and evaluate the strengths and weakness of various games and draw market relevant conclusions for the production of the student project.
8. Observe and document code errors in video games.
9. Identify program problem issues.
10. Create playable demo grade games
11. Produce a computer game prototype using appropriate interactive computer gaming or multimedia software.
12. Apply scripting and programming techniques for optimized play of the tool used
13. Analyze project art needs and control all files and assets.
14. Collect, create, synthesize and optimize audio, video and graphic elements for the production of the game.
15. Participate as a member of a team, collaborating with other artists and team members.
16. Develop characters that are appropriate for the game.

Methods of Instruction: Lab and lecture

Methods of assessment:

Individual Participation:	10%

Projects:

Prototyping 1 Post Mortem (week 3):	20%
Midterm Plan and Production Demo:	10%
Final Art Bible: (Print/PDF)	10%
Final Game Implementation:	20%
Final Game Video Demo:	25%
Final Game Presentation:	5%

Grading System

Point Score range	*Letter Grade*
93 and above	A
90-92	A-
87-89	B+
83-86	B
80-82	B-
77-79	C+
73-76	C
70-72	C-
67-69	D+
63-66	D
Below 63	F

Evaluation will be based on the following:
- Knowledge of Subject
- Originality/Creativity
- Presentation/Delivery
- Integration of competencies

Required Text:
> No Required Text
> Please review weekly reading and reference at http://Aii.LGrace.com

> Suggested:
> > Torque (for teens)
> > ISBN: 978-1-59863-409-9

Suggested Reading:
> Please review weekly reading and reference at http://Aii.LGrace.com

Supplemental materials:
> Please review references at http://Aii.LGrace.com

Technology:
> PC Lab with NT operating system and Autodesk Maya Software.
> Unreal (version to be determined)

Required Materials
- USB thumb drive or portable hard drive (for daily work)

- Recordable CDs for turning in digital assignments (3-4)
- Sketchbook, drawing pencils and drawing supplies
- Access to a PC formatted computer (no Macs)

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.

All assignments are due at the beginning of the class unless otherwise indicated. Completed group assignments will be presented to the class and a printed copy of assignment (e.g. copy of presentation, lists, etc) will be provided to instructor. When the assignment involved source code, students will demonstrate code in front of the entire class, then provide an appropriately labeled set of files on the common drive.

Students should always keep a backup copy of their work.

No late assignments will be accepted. In this course, each assignment will build on the previous. Failure to complete the prior week's assignment will make each subsequent week harder. It is in your best interest to complete each assignment on time and to the best of your ability. Always hand in what you have, even if it does not work. **Partial credit is better than no credit at all.**

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

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 divertrj@aii.edu.

Weekly Schedule

Week 01:   **Course Overview**
Post-Mortem Review and Analysis

Week 02:   **Creative Design**
Post-Mortem Review

Week 03:	**Post-Mortem Presentation**

Present 8 week schedule
Begin Game revision

Week 04:   Game Revision and Design

Week 05:   Game Revision and Design

Week 06:	**Present Midterm Revision Plan, Responsibilities and Current Progress**

Week 07:   Game Revision and Design

Week 08:   Game Revision and Design
Organize Art Bible

Week 09:   Game Revision and Design
Organize Art Bible,
Organize Final Game Reel/ Video Demo

Week 10:   Game Revision and Design
General cleanup

Week 11:	**Present Final Game**

Complete "advanced" prototype.

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 _____