DEREE COLLEGE SYLLABUS FOR: **ITC 4135 GAME DESIGN**	**3/0/3**

(Updated Spring 2016)	**UK LEVEL: 6** **UK CREDITS: 15**

PREREQUISITES:	ITC 1070 LE Information Technology Fundamentals –or– CS 1070 Introduction to Information Systems
CATALOG DESCRIPTION:	Game design process; player's psychology; media definitions; interactive stories; characters; game worlds; game mechanics; balancing attributes; interface types and design issues; aesthetics; UX; game violence and ethical concerns.
RATIONALE:	The course is intended for students following the Digital Media Technologies pathway of the IT programme. It focuses on the rules and methods of game design, regardless of the technology used to develop a game. Students will be exposed to various game design issues such as core mechanics, user interface and storytelling. The course also focuses on players and player psychology, as well as ethical and legal issues regarding video games and game violence.
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: - Evaluate the various approaches to game design. - Identify and analyse the components of a game. - Critically discuss game-related ethical concerns. - Analyse and evaluate game design principles and their application on game development.
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: - Lectures and class discussions. - Laboratory sessions for practical training. - Office hours held by the instructor to provide further assistance to students. - Use of the Blackboard Learning platform to further support communication, by posting lecture notes, assignment instruction, timely announcements, and online submission of assignments
ASSESSMENT:	**Summative:**

Research Project; case study: data collection, synthesis, critical evaluation,	**50%**
Final Examination (2-hour comprehensive): answers to short essay questions	**50%**

Formative:

In-class, 1-hour, "diagnostic" test , in-class group-work activities, online tests	**0**

The formative assessments aims to prepare students for the summative assessment

The project tests learning outcome 1,2

The final examination tests learning outcomes 3,4
(Guidelines and assessment rubrics are distributed on the first day of

	classes along with the course outline.)
INDICATIVE READING:	**REQUIRED READING:** Adams, E., & Rollings, A. (2014), *Fundamentals of game design* Berkeley, CA: New Riders. **RECOMMENDED READING:** Brathwaite, B., & Schreiber, I. (2009). *Challenges for game designers*. Boston, Mass.: Charles River Media, a part of Course Technology. Schell, J. (2008). *The art of game design: A book of lenses*. Amsterdam: Elsevier/Morgan Kaufmann. Schrier, K. (2011). *Designing games for ethics models, techniques and frameworks*. Hershey PA: Information Sciences Reference. Sicart, M. (2009). *The ethics of computer games*. Cambridge, Mass.: MIT Press.
INDICATIVE MATERIAL: *(E.g. Audiovisual, digital material, etc.)*	**REQUIRED MATERIAL:** *Jason VandenBerghe (Ubisoft): Five Domains of Play*. (2012, May 26). Lecture presented at Gotland Game Conference in Gotland University. **RECOMMENDED MATERIAL:** N/A
COMMUNICATION REQUIREMENTS:	Daily access to the course's site on the College's Blackboard CMS. Effective presentation skills using proper written and oral English.
SOFTWARE REQUIREMENTS:	Web browser Unity 3D game engine
WWW RESOURCES:	Design and publish your board game. http://www.thegamecrafter.com Designers Notebook by Ernest Adams http://www.designersnotebook.com Digital Games Research association http://www.digra.org
INDICATIVE CONTENT:	1. Introduction 2. Designing and Developing games 3. Basic game genres 4. Player Psychology 5. Hardware needs 6. Game concepts 7. Game Worlds 8. Game Characters 9. Storytelling 10. User Experience 11. Gameplay 12. Core Mechanics 13. Game Balancing 14. Level Design