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# Course Syllabus

## DIG 1711C – Game Design and Gameplay

## Fall 2019

### Instructor Information

Instructor: Denise Gross, Assoc. Professor of Digital Media and Design

Division: Academic Programs

Office Location: Building 21, Office 119

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Office Hours: Monday & Wednesday 8:15–8:30am, 2:30–3:30pm

Tuesday & Thursday 8:15–8:30am, 12:00–1pm, 2:30–3:30pm *Otherwise by appointment*

### Course Identification

Course Section: 001

Course Location: Building 21 Room 108

Class Times: Tuesday & Thursday from 1:00 p.m. – 2:15 p.m.

Prerequisites: None

### Course Description

Video games require a considerable amount of specialized knowledge and skills to develop. In this course, students will learn what goes into a modern game. They will explore many key elements of game design including how to think of and expand on fun and innovative game ideas. Finally, they will put their knowledge to use by creating an original game idea and using it to write pitch and design documents.

DIG 1711C is a 3-credit lecture/lab course.

### Course Objectives

The objectives for this course are to:

* Explain the key elements that make up a modern video game.
* Define basic terminology used in the process of game design and production.
* Examine different job functions and possibilities in the game industry.
* Demonstrate creative idea generation methodologies.
* Review the iterative process used in creating games.
* Develop methods of evaluation, analysis of concepts, design solutions, and project execution, through peer and instructor critiques and interactions.

### Student Outcomes

Students will:

* Understand the different skillsets needed to create a video game.
* Become familiar with the basic game design and development process.
* Understand foundational concepts used in creating and designing games.
* Develop a game idea from conception to documentation.
* Write a basic game design document
* Demonstrate the incorporation of the iterative process in development of game ideas.
* Evaluate, analysis, and critique a variety of games.

### Required Textbook

The required textbook is:

* ***Level Up! The Guide to Great Video Game Design***, 2nd edition by Scott Rogers, Wiley
 ISBN 13: 978-1-1188-7716-6

### Required Supplies

Students will need:

* 2 USB drives (one for backing up work and one for turning in assignments)
* Pencils, pens, and paper for notes, sketches, and idea generation

### Other Applicable Learning Resources

Other applicable learning resources for this course include:

* Reference books on reserve in the library
* Published relevant journal articles that can be accessed in the library or online.
* Handouts given in class.
* Videos that can be found within the course in Blackboard or online.
* Presentation slides that can be found within the course in Blackboard.

### Learning Activities

Documents outlining learning activities, in detail, are available on the course website in Canvas. The learning activities that you will encounter in this course include:

* Lectures
* Reading assignments
* Research
* Exercises – which are short practical projects completed in the classroom to enhance learning of the lecture and/or reading material. Some of these will be group projects.
* Projects - students will be give a game design problem and will use what they have learned to develop solutions. Projects are a chance to demonstrate what you have learned and the skills you have developed.
* Playing and testing games
* Brainstorming / Development Sessions –Through these methods, students are given the opportunity to present and articulate their ideas and concepts for the given problem/project. Students then receive feedback from the instructor and other students on the formal and conceptual validity of their solutions. Students will modify their projects based on these sessions. Specific guidelines will be given at the time of these sessions. All students are expected to participate actively in sessions.
* Objective quizzes about the lectures/readings
* Discussions – in-class and/or on the discussion board. As a student, it is important in the development of professional job skills to be able to discuss your own, and other student’s, work. Students will be required to actively participate in discussions. Discussion guidelines will always be given.

### Grading

**Final Exam:**

The final exam for this course will be Tuesday, 12/3/19, from 11:30 a.m. to 2:15 p.m.

#### Grading Scale

|  |  |  |
| --- | --- | --- |
| ***Letter Grade*** | ***Percentage*** | ***Points*** |
| **A** | 90 - 100 | 900 - 1000 |
| **B+** | 87 - 89 | 870 - 899 |
| **B** | 80 - 86 | 800 - 869 |
| **C+** | 77 - 79 | 770 - 779 |
| **C** | 70 - 76 | 700 - 769 |
| **D+** | 67 - 69 | 670 - 699 |
| **D** | 60 - 66 | 600 - 669 |
| **F** | 59% and below |  0 - 599 |

#### Grading Policy

Grades will be based on the following:

|  |  |
| --- | --- |
| Class Participation – 10% | 100 |
| Exercises (5 @ 50 points each) | 250 |
| Project 1 | 250 |
| Project 2 | 150 |
| Project 3 | 250 |
| **Total Points** | **1000** |

#### Evaluation

* Classroom participation, discussions, exercises, player feedback, and projects will be used to evaluate student performance. Students will: discuss ideas; give feedback; and playtest their work, as well as those of classmates, throughout the term. Doing this is very important and offers an exchange of information between both the creators of the work and the players.
* Each student is advised to save computer work on a USB drive identified with first and last name and to a folder with his/her name in the *Student Folder* on the classroom computer they are using. It is the student’s responsibility to back-up their work to protect it from computer crashes and deleted or corrupted files.

#### Late Assignments

* If you know in advance that you will miss a class when an assignment is due, you should turn it in ahead of time to receive full credit.
* A late exercise will lose 10% of the total possible points as a late penalty and must be received by 1 p.m. seven calendar days after it was due. After this, the exercise will not be accepted and the grade will become a zero.
* A late project will lose 15% of the total possible points as a late penalty and must be received by 1 p.m. seven calendar days after it was due. After this, the project will not
be accepted and the grade will become a zero. Project 3, the final project, will not be accepted late.
* If you have accessibilities accommodations for extended time on an in-class exercise you must bring me your official accommodation form to receive that extra time. This can be done in person. Or you can have the accessibilities office email me your form. Extended time for accessibilities accommodations only applies to in-class exercises. It does not apply to textbook lessons or projects. Extended time means that you will receive one extra hour without any penalty. After this the late assignments policy will kick in.

### Course Policies

**Learning is a process not a product.** To enhance your learning process students are expected to follow certain guidelines of behavior in this course.

#### Work Ethic

* Students are expected to work in class each session and to invest efforts outside of regularly scheduled class time in order to produce acceptable results.
* Students are asked to work quietly during class studio time. Conversations are distracting and break the concentration needed to produce quality work.
* Always come to class prepared to work on projects, with materials and needed supplies.

#### Attendance

Class attendance is an important factor in college success. This is a combination lecture/studio class. The information presented in classroom discussions, project explanations, and media demonstrations cannot be adequately repeated when they are missed. Class time will often be used for working on projects. Since there is no substitute for time spent working in class with your peers and instructor, attendance and actively working in class is required of every student with no exceptions.

Excessive absenteeism will negatively impact student success in this class. Students will be monitored for regular attendance according to the following criteria:

* Any time a student is not in class it will be considered an absence no matter what the reason. There are no “excused” absences, whether for illness or a vacation. It is advised that you reserve your absences for real illness or emergencies.
* Students are responsible for all materials presented in class, discussion of the readings, and contributing dialogue during critiques. It is the student’s responsibility to make up all work missed due to absences. .
* **You are allowed two absences without penalty.**
* Three absences will result in a 25-point deduction from the total points earned for the semester. There will be an additional 25-point deduction for each additional absence beyond this third absence.
* Arriving late to class, taking breaks, and/or leaving class early three times will result in a 25-point deduction from the total points earned for the course. There will be an additional 25-point deduction for each tardy, break, or early departure over three occurrences.

**Student Conduct Policy**

This course is "rated G."

This means that any word, comment, image, sound, or video that wouldn't be allowed in a Rated G film will NOT be tolerated in this class, This policy therefore prohibits ALL profanity and ALL derogatory comments in regards to any person's race, religion, gender, age, color, creed, size, nationality, ethnicity, sexual orientation, socio-economic status, political views, academic status or performance.

Additionally, any lewd or violent content (words, images and all other media) is also not tolerated. Again, if it's something that can't be seen in a rated-G cartoon for young children, it isn't tolerated in this class.

Any such profanity or aforementioned comment will be documented and forwarded to the Academic Dean, as well as resulting in the loss of all Participation points for this course. This will cause the offending student's final grade to drop by at least one letter grade.

Students are expected to behave professionally and courteously in all interactions with the instructor, clients, and other students. Students behaving in a way that is not courteous and professional will be asked to leave class and will be reported to the Academic Dean.

**Disruption-free Learning Environment**

Discussion and expression of all views relevant to the subject matter are recognized as necessary to the educational process, but students have the right to a classroom free from disruptions that interfere with learning. The instructor sets the standard of acceptable behavior in the classroom. In the interest of preserving the rights of others, a student may be dismissed from a class for unacceptable behavior.

**Internet / Technology Use Policy:**

As a student at Florida Gateway College, you will be given access to wireless Internet. Wireless Internet privileges are to be used for academic purposes only while in the classroom setting. **\*Please turn ringers off on cell phones and other devices upon entering the classroom. Cell phones should be kept stored away in book bags. No texting during class is allowed.**

#### Computer Lab Procedures

* The computer lab for graphic design is in building 21, room 108.
* The lab computers are to be used for academic purposes only.
* The lab computers are for current students in graphic/game design courses only.
* Computer lab hours are: M-Th: 8am – 4:30 pm.
* You are welcome to come in and work when classes are in session provided a computer station is available for your use and you work quietly
* **No food or drinks are allowed in the computer lab.**
* Please use headphones when listening to music during open lab hours. Loud music is disruptive to these working environments.
* Individuals not enrolled in classes meeting in building 21 room 108 are not permitted to use the computers.
* There are two Mac computers in the Student Success Center that are reserved for graphic design and video game design students.

### Course Resources

#### FGC Student Canvas Account

* You will be able to review all course documents (syllabus, calendar, project specifications, evaluation rubrics, etc.) in Canvas.
* You will also be able to review your grades for the course projects in Canvas.
* To log into your FGC Student Canvas Account:
	+ Go to the college’s homepage: <https://www.fgc.edu/>.
	+ Click on the *My Courses* link at the top of the page.
	+ Enter your FGC student e-mail address and MyFGC password

**Student E-mail Account**

Your FGC e-mail address is *firstname.lastname@wolves.fgc.edu.*

This e-mail account will be the one used by the instructor to e-mail you. You are advised to check this e-mail account several times a week. **You should check your college email frequently. Your professors, as well as other areas of the college will contact you during the term. This is the official means of communication from the college.**

The procedure for accessing the e-mail account is:

* Click on MyFGC from the College’s homepage.
* Click on Enter Secure Area
* Log in using Student ID and PIN
* Click on Personal Information
* Click on View E-mail Addresses
* Copy email address containing @wolves.fgc.edu
* Sign out of MyFGC
* Go to <https://www.outlook.com/fgc.edu>.
* Enter entire email address copied from MyFGC. example:john.doe@wolves.fgc.edu
* Enter PIN (same PIN as above)

Student email accounts can be synced to both Android and iOS devices. The instructions to do this are at: <https://www.fgc.edu/students/student-resources/email-account-instructions/>.

### Relevant Support For Learning

**The Student Success Center (SSC)**

The Student Success Center is located in Building 059. SSC offers a variety of resources for students and faculty.  The Success Center has over 60 computers with internet and limited free printing for students.  Copies of reference books, textbooks, access to course specific software, and access to tutors for all levels of math and writing are available in the Success Center.  Students may submit academic papers to be reviewed by an in-house tutor by emailing to college.success@fgc.edu. Tutoring for other subjects such as Chemistry, Accounting, Anatomy and Physiology, Physics, Spanish, and Public Speaking is available.  Please stop by Building 059 for the current tutor schedule.  The center also provides space for students to study in subject specific Learning Groups, which provide opportunities for students to work with a Tutor on particular competencies and to focus on strengthening their foundational skills. Proctored tests are available in the SSC by instructor approval only.  SSC offers a PERT preparation Boot Camp for students to strengthen their skills with a personalized study plan.  If you have any questions please call (386)754-4479 or 754-4413, or email sandi.tomlinson@fgc.edu.

SSC also provides 24 hour online tutor services through Tutor.com.  This service is accessed directly through students’ Canvas courses. Online tutoring is limited to five hours per student per semester. If additional online tutoring time is needed, you must contact Robert Dawson in the Student Success Center by email: robert.dawsonjr@fgc.edu. Extensions will be granted on a case-by-case review of online tutoring sessions.

The TRiO program is also housed in the Student Success Center offering coaching to enhance, navigate, and simplify the college experience.  Qualified students may participate in workshops, travel, individualized tutoring sessions and other educational experiences.

The SSC is open during the following hours:

* Monday – Thursday       8 am to 6 pm (All year)
* Friday                  9 am to 4:30 pm (Fall/Spring)
* Saturday                 10 am to 2 pm (Fall/Spring)

If you have any questions, you may contact the center by phone at (386)754-4437, 754-4305, or 754-4307, or by email at robert.dawsonjr@fgc.edu

**GradesFirst**

* The Student Success Center, located in Bldg. 59, offers early alert to the entire campus through GradesFirst/EAB. Twice during the semester we provide instructors with the opportunity to ALERT students of their course progress. This is done through the FGC Wolves email account. Students may receive an email stating their success may be at risk in in a specific course. If you receive this email, DO NOT PANIC. Please contact your instructor directly, your Academic Advisor, and the Student Success Center. Your instructor’s information is provided in the email.
* Please do not allow yourself to struggle. We are here to help you achieve success. The mission of the Student Success Center is to help encourage and promote your educational journey here at FGC and beyond.

**Resource Information**

If you think you might benefit from the guidance of a professional counselor for any school, work, or life issue, take advantage of the **free, confidential resources of BayCare Behavioral Health.** If you would like to speak to a Counselor over the phone, please call **(800) 878-5470**.  It is a safe and secure way to get short-term counseling (up to 3 sessions) on issues including: managing stress/ school, work or life issues/ relationship issues/ family concerns/ anxiety, depression/ grief, trauma, loss/ self-esteem/ substance abuse. **Counseling sessions are completely confidential.** If you are in the need of additional resources please contact the Director of Student Life, Building 7.

**Academic Appeal; Grievances; General Complaint**

If a student wishes to file an academic appeal, grievance, or general complaint, please visit the college’s website ([www.fgc.edu](http://www.fgc.edu)) for more information. Under Student Resources and Student Complaints/Appeals, information regarding policy, procedure, and forms related to these topics is provided.

### College Policies

College Course Withdrawal & Drop Procedures

The last day to withdraw for Fall Term is Wednesday is 11/06/19.

Students who register for classes are responsible for all fees associated with those classes. Students who decide not to attend or wish to withdraw from a class are responsible for dropping or withdrawing from class by the appropriate published date (see [Academic Calendar](https://www.fgc.edu/students/academic-resources/academic-calendar/)). Students, who have not been identified by their instructor as never attending, will not be automatically dropped or withdrawn. Any student not dropped or withdrawn by the published dates will remain officially registered, liable for all fees, and assigned an earned grade at the end of the semester.

A course may be dropped only during the published add/drop period. The student may drop the course online through MyFGC or by submitting a form through the office of Enrollment Services. Dual Enrollment students should follow the established dual enrollment drop process.

To withdraw from a course, the student must complete the following before the published withdrawal deadline:

1. Complete the Withdrawal form and submit it to your instructor. The instructor should sign the form and fill in the last date of attendance.
2. The student must then meet with an academic advisor, who will sign the form. (Advising Services, Building 014).
3. Submit the form to the Director of Financial Aid or one of the Director’s designees for signature.
4. Take the signed Withdrawal form to the Office of Enrollment Services for processing before the deadline for withdrawal.

A student will be permitted a maximum of two (2) withdrawals per course. Upon the third attempt, the student will not be permitted to withdraw and will receive a grade for the course. Students, who take courses off campus or have extenuating circumstances that prevent submission of Withdrawal form in person, must:

1. Obtain the instructor's authorization and last date of attendance via email
2. Email the advisor a statement requesting a withdrawal from the course and include the instructor's email with the last date of attendance.
3. The advisor will complete a withdrawal form, attach the emails from the student and instructor in lieu of signatures and forward the form to Financial Aid.
4. A Financial Aid representative will complete and sign the form and forward the form to Enrollment Services to be processed.

It is the student's responsibility to ensure that the required documents are submitted to the advisor prior to the designated withdrawal deadline and to understand all financial and academic implications of the withdrawal.  Absence from class or merely notifying the professor does not constitute withdrawal. A student who stops attending class without withdrawing will receive a grade from his/her instructor.

**Academic Honesty**

Cheating, plagiarism, bribery, misrepresentation, and fabrication are not permitted and will be dealt with severely. Students should make themselves aware of the student code of conduct found in the Student Handbook.

**Equity and Diversity**

Florida Gateway College does not discriminate in education or employment related decisions on the basis of race, color, ethnicity, national origin, gender, religion, disability, age, marital status, genetic information, sexual orientation, pregnancy, or any other legally protected status in accordance with the law. The equity officer is Sharon Best, executive director of human resources, 149 SE College Place, Lake City, FL  32025, and may be reached at (386) 754-4313.

**Disability Statement**

The Office of Accessibility Services (OAS) is a resource for both students with disabilities as well as faculty. Students with disabilities in need of academic accommodations must first be registered with the Accessibility Services Office to verify the disability, establish eligibility, and determine reasonable academic accommodations.

After registering with the OAS, students must request their academic accommodation letters be sent each semester to their instructors. Upon receipt of the letter, the instructor will be available during office hours or via email to discuss the accommodations a student will need during the course.

Students with disabilities who are not registered with the OAS or faculty who may have questions or concerns regarding an accommodation, please contact the office at the following:

In person: Building 14, Room 102
Phone: (386) 754-4393
Email: disability.services@fgc.edu

**FERPA Statement**

The Family Educational Rights and Privacy Act (FERPA) provides certain privacy rights to students related to educational records.  This information can be found in the College Catalog, at the Office of Enrollment Services in Building 015 or on the College Web site.

**SACS Statement**

Florida Gateway College is accredited by the Southern Association of Colleges and School Commission on Colleges to award the baccalaureate and associate degrees. Contact the Southern Association of Colleges and Schools Commission on Colleges at 1866 Southern Lane, Decatur, Georgia 30033-4097, or call 404-679-4500 for questions about the accreditation of Florida Gateway College.

**Course Calendar and Due Dates**

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Day** | **Textbook Chapter** | **Topic/Activity** |
| 8/20 | Tues |  | **Introduction to the course** Syllabus; Calendar; Supplies; Mac lab overview, Syllabus Email |
| 8/22 | Thurs | 1 | **What is Game Design?** Intro to the profession; How do you think games are made? |
| 8/27 | Tues |  | Famous game designers; What qualities do a game designers need to possess? Exercise 1 |
| 8/29 | Thurs |  | **The Elements of a Game**What is a game? What makes games different than play? Essential Experience; Project 1 Exercise 1 due |
| 9/3 | Tues |  | Project 1 *cont.* |
| 9/5 | Thurs |  | Project 1 *cont.* |
| 9/10 | Tues |  | Project 1 *cont.* |
| 9/12 | Thurs |  | **Game Development Cycle**The iterative process; Different roles, and positions, in the game development industry.Project 1 due; Exercise 2 |
| 9/17 | Tues |  | Different roles, and job positions, in the game development industry; Exercise 2 *cont.* |
| 9/19 | Thurs | Bonus Level-5 | **Game Platforms and Genres**How many different game platforms are there anyway? Genre, what genre … I just want to shoot the bad guy! Exercise 2 due; Project 2 |
| 9/24 | Tues |  | Let’s play games! Project 2 *cont.* |
| 9/26 | Thurs |  |  Project 2 – part 1 due; Project 2 *cont.* |
| 10/1 | Tues |  | Let’s play games! Project 2 *cont.* |
| 10/3 | Thurs |  | Let’s play games! Project 2 *cont.* |
| 10/8 | Tues | 2 | **Getting Ideas, Creativity, and Pitching Ideas**Videos on creativity, creativity thinking, game pitch activity; Project 2 – part 2 due; Exercise 3  |
| 10/10 | Thurs |  | Exercise 3 due; Project 3 – step 1 |
| 10/15 | Tues | 3, 5Bonus Level-4 | **Story, Themes, and Characters**Story matters! How D&D influenced the game world; Exercise 4; Project 3 – step 1 due |
| 10/17 | Thurs |  | Story world and the characters that live in it; Exercise 4 *cont.;*  |
| 10/22 | Tues |  | Story in unsuspecting placesExercise 4 – part 1 due |
| 10/24 | Thurs |  | Never-ending storiesExercise 4 – part 2 due |
| 10/29 | Tues | 6, 7,10-12Bonus Level-7 | **Mechanics**Rules, Procedures, Controls and Cameras; Interfaces and Interactions; Exercise 5 |
| 10/31 | Thurs |  | Intro to *GameSalad* *cont.*Exercise 5 *cont* |
| 11/5 | Tues |  | Intro to *GameSalad* *cont.*Exercise 5 *cont* |
| 11/7 | Thurs |  | Intro to *GameSalad* *cont.*Exercise 5 *cont*  |
| 11/12 | Tues | 4,Bonus Levels-1-3 | **Creating a Design Document**Exercise 5 due; Project 3 - Ideas and world, Characters and Story |
| 11/14 | Thurs |  | Project 3 - Mechanics; Project 3 – step 2 due |
| 11/19 | Tues |  | Project 3 - Lab time |
| 11/21 | Thurs |  | Project 3 - Lab time |
| 11/26 | Tues |  | Project 3 - Lab time: **Last Class** |
| 11/28 | Thurs |  | Thanksgiving holiday – FGC is closed |
| 12/3 | Tues |  | Final Exam from 11:15 a.m. to 2:15 p.m. Project 2 Due |