

George Mason University
College of Visual and Performing Arts
Computer Game Design Program

GAME 605: Graduate Seminar
Instructor: Amy L. Harris
Office: VSGI
Fall Semester 2017
Classroom: AB 1018

1 Credit Hour
Class: Friday 11:30-12:20
Office Hours: By Appointment
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Prerequisite: Admittance to the MA Game Design Program or permission of instructor

Course Description:

Prepare students for successful professional academic research and publication by writing several short articles, and one major research paper about contemporary issues in the game design, game psychology, game perception, game philosophy & ethics, and the game management and production industry. Special focus on developing professional public speaking, communication, and presentation skills.

Objectives:

For students to learn about important contemporary issues in the game design industry, and to use strategies taught in the classroom for effective public presentations of their own research and writing. To develop communication skills, planning strategies, and to nurture the skills and attitudes that enable students to creatively solve problems, and identify opportunities in and outside of fields of their choice, and possess a professional attitude, attire, and demeanor.

Requirements and Evaluation:

At the beginning of each class meeting, students should be prepared to discuss the assigned readings, topic assignments, and examples discussed or assigned in the previous class. In addition, students should be prepared to discuss with the class, the status and stage of their papers/project(s), as well as any related strategic, philosophical, technical, or ethical issues. A lecture will follow, accompanied where possible, by guest presentations or topics discussions.

At mid-term, each student is required to provide a professional ten-minute presentation outlining one of three articles they will write based on original research and reporting on a topic relevant to contemporary issues in the game design industry. The mid-term project shall contain original concept ideas and research. Game-related conference attendance may be required.

During the final week of the semester, students will publically present their primary research paper based on original research and reporting on a topic relevant to contemporary issues in game design, to an audience of their peers, and perhaps to industry professionals. All students must submit their final papers for publication and presentation consideration to at least one major game design or developer conference.

Recommended Readings:

Hacker, Diana. *A Pocket Style Manual, APA Version*. Bedford/St. Martin's; Sixth Ed, 2012. Print.

Belcher, Wendy Laura. *Writing Your journal Article in Twelve Weeks: A Guide to Academic Publishing Success*. Sage Publication, Inc; 1st Ed, 2009. Print.

Grading:

Grading will be based on participation in classroom discussions (20%), mid-term presentation and project (40%), and the final presentation and project (40%).

To receive a grade of "A" a student must achieve a minimum average grade of 90% on the course work requirements.

To receive a grade of "B" a student must achieve a minimum average grade of 80% on the course work requirements.

To receive a grade of "C" a student must achieve a minimum average grade of 70% on the course work requirements.

To receive a grade of "D" a student must achieve a minimum average grade of 60% on the course work requirements.

Failure to receive a "D" grade will result in a grade of "F".

Written Material:

All written material must be typed, double-spaced, free of typos, misspellings and grammatical errors, as well as fully footnoted (or end noted) and consistent use of the APA style. If you do not know how or when to footnote, it is incumbent upon you to discover how. Don't forget to cite, cite, cite...

Honor Code:

Remember George Mason University's Honor Code. Using other student's materials (written or visual), using a source without proper citation, buying, borrowing or appropriating material from the web and claiming it as your own all violate ethical standards agreed upon by this institution. Your work should be your own. You can be expelled for a violation of the Honor Code.

Course Outline

Week #1	Concepts and Purpose Discussion: Current Issues in Contemporary Game Industry
Week #2	Ideas for Short Game-related Articles Discussion: Current Issues in Contemporary Game Industry
Week #3	Ideas for Short Game-related Articles Discussion: Current Issues in Contemporary Game Industry
Week #4	First Drafts of Article #1 Due Discussion: Current Issues in Contemporary Game Industry
Week #5	Final Article #1 Due First Draft of Article #2 Due
Week #6	A Day in the Industry Guest Speaker
Week #7	Final Article #2 Due

First Draft of Article #3 Due
Discussion: Current Issues in Contemporary Game Industry

Week #8 Final Article #3 Due
Discussion: Current Issues in Contemporary Game Industry

Week #9 Mid-term Presentations

Week #10 Final Paper Outline Discussion

Week #11 Final Paper Outline Draft #1 Due
Conference Visit

Week #12 Final Paper Outline Draft #2 Due

Week #13 Final Paper Submission Options Discussion

Week #14 and #15 Final Public Presentations