

GAME 101 004: HISTORY OF COMPUTER GAME DESIGN

CRN 73558	CREDIT HOURS: 3.0
SEMESTER/YEAR: FALL 2016	CLASS LOCATION: ROBINSON A106
	CLASS MEETING TR 1:30-2:45PM
INSTRUCTOR: Professor Hasani McIntosh	OFFICE HOURS: Tue: 3PM-5PM, additional hours available by appointment
COURSE TA OR COORDINATOR: TBD	COURSE WEBSITE: Blackboard

COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

COURSE DESCRIPTION: This course provides a comprehensive survey of the history of videogames. The class begins by exploring ancient games, early mechanical novelty machines, pinball and computers. The bulk of the class examines arcade games, modern console games and game hardware. This class will detail the people, the technology and the companies that have made videogames the multi-billion dollar industry that it is today. Hands-on study and analysis will include writing about, discussing and playing games past and present.

STUDENT LEARNING OUTCOMES:

Students who complete this course will:

- A. Be familiar with the evolution of electronic gaming and factors that drove its development.
- B. Understand the basic mechanics and design structure of traditional and digital games.
- C. Be able to identify the roles within a game development team.
- D. Develop a traditional game in a team environment.
- E. Develop a simple video game in a team environment.

REQUIRED TEXTS AND ONLINE RESOURCES:

Game Development Essentials. With DVD, by Novak, Jennie, 3rd edition, ISBN: 9781111307653

REQUIREMENTS AND EVALUATION:

Every class will begin with a lecture, and most times a team exercise will follow. Assignments and quizzes will compliment the lectures.

For the midterm, students will submit and present a playable, non-digital game of their own design. Details will be separately given.

The last day of class students will submit a final project. The final project can be a design document for a digital game or a scholarly paper.

PREREQUISITE KNOWLEDGE AND SKILLS: NA

GRADING: The student's final grade will consist of the following assignments:

- 5% participation in class and attendance
- 15% Quizzes
- 20% Homework
- 30% Midterm project and presentation
- 30% Final project and presentation

INSTRUCTIONAL METHODS: This course incorporates lecture, in-class exercises, assignments, and discussion. Classes will also include group learning projects and student-created presentations. Individual assignments will be explained in detail as the course progresses.

Honor Code, Copyright, & Computing Policies: *To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set forth this honor code:* Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.

You are expected to adhere to all University policies and guidelines during your participation in this course. All work must be your own. Inappropriate use of the work of others is a George Mason University Honor Code violation. Please review the University's website for information on the following: Honor Code and Judicial Procedures; Copyright/Fair Use; and Responsible Use of Computing.

If you are a student with a disability and you need academic accommodations

Please see me and contact the Disability Resource Center (DRC) at 703.993.2474. All academic accommodations must be arranged through that office. Students must inform the instructor at the beginning of the semester, and the specific accommodation will be arranged through the Disability Resource Center.

You are encouraged to sign up for the Mason Alert System by visiting the website <https://alert.gmu.edu>. An emergency poster exists in each classroom explaining what to do in the event of crises and that further information about emergency procedures exists on <http://www.gmu.edu/service/cert>.

University Libraries

University Libraries provides resources for distance students.

See <http://library.gmu.edu/distance> and http://infoguides.gmu.edu/distance_students].

Writing Center

The George Mason University Writing Center staff provides a variety of resources and services (e.g. tutoring, workshops, writing guides, handbooks) intended to support students as they work to construct and share knowledge through writing.

Counseling and Psychological Services

The George Mason University Counseling and Psychological Services (CAPS) staff consists of professional counseling and clinical psychologists, social workers, and counselors who offer a wide range of services (e.g., individual and group counseling, workshops and outreach programs) to enhance students' personal experience and academic performance [See <http://caps.gmu.edu>]

Students are expected to check Blackboard on a weekly basis to preview and submit assignments. In addition all quizzes will be conducted through Blackboard. All assignments are due at 11:59pm, Monday before the first class of the week unless otherwise specified by your instructor. I reserve the right to adjust the syllabus at any time as I see fit. Pay attention to notifications.

Grading Scale:

100-97: A+

96-93: A

92-90: A-

89-87: B+

86-80: B

79-77: C+

76-70: C

69-60: D

59-00: F

Class Lectures and Projects

WEEK 1

(T) 8-30 (R) 9-1

TOPIC:

INTRODUCTIONS:

WHY STUDY GAMES?

READINGS:

HAVE YOUR BOOK BY NEXT TUESDAY 9-6

SIGN UP FOR A BLOG ON BLOGSPOT.COM

WEEK 2

(T) 9-6 (R) 9-8

TOPIC:

PLAYER CENTERED GAME DESIGN

READINGS:

GAME DEVELOPMENT: CHAPTER 1

DUE: (9-12, 11:59PM) READING RESPONSE AND PEER COMMENTS 1,

WORK TOWARDS MIDTERM TOPIC

WEEK 3

(T) 9-13 (R) 9-15

TOPIC:

THE AUDIENCE, IDEATIONS, PRE PRODUCTION

READINGS:

GAME DEVELOPMENT: CHAPTER 2

DUE: (9-19, 11:59PM) READING RESPONSE AND PEER COMMENTS 2

WEEK 4

T) 9-20 (R) 9-22

TOPIC:

GAME MECHANICS; GOALS

READINGS:

GAME DEVELOPMENT: CHAPTER 3

WEEK 5

(T) 9-27 (R) 9-29

TOPIC:

QUIZ #1 (CHAPTERS 1-3);

MIDTERM GROUPS

READINGS:

GAME DEVELOPMENT: CHAPTER 4 &5

DUE: 10-3, 11:59PM READING RESPONSE AND PEER COMMENTS 3

WEEK 6

(T) 10-4 (R) 10-6

TOPIC:

CRASH, NEAR MISSES; VCRS

READINGS:

GAME DEVELOPMENT: CHAPTER 6 & 7

PREPARE FOR WEEK 7; QUIZ #2

DUE: 10-10, 11:59 MIDTERM PROJECT RESEARCH! BLOG POST 4

WEEK 7

(T) 10-11 (R) 10-13

TOPIC:

QUIZ #2 (CHAPTERS 4-7)

MIDTERM GROUP WORK

READINGS:

GAME DEVELOPMENT: CHAPTER 8

DUE: 10-17, 11:59PM READING RESPONSE BLOG POST AND COMMENTS 5

WEEK 8

(T) 10-18 (R) 10-20

TOPIC:

MIDTERM PRESENTATIONS

READINGS:

GAME DEVELOPMENT: CHAPTER 9

DUE: 10-24, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 6

WEEK 9

(T) 10-25 (R) 10-27

TOPIC:

MIDTERM PRESENTATIONS

READINGS:

GAME DEVELOPMENT: CHAPTER 10

DUE: 10-31, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 7

WEEK 10

(T) 11-1 (R) 11-3

TOPIC:

INTERFACE DESIGN AND FUNCTIONALITY

READINGS:

GAME DEVELOPMENT: CHAPTER 11

DUE: 11-7, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 8

WEEK 11

(T) 11-8 (R) 11-10

TOPIC:

SERIOUS GAMES

READINGS:

GAME DEVELOPMENT: CHAPTER 12

DUE: 11-14, 11:59PM, READING RESPONSE BLOG POST AND COMMENTS 9

WEEK 12

(T) 11-15 (R) 11-17

TOPIC:

QUIZ 3 (CHAPTERS 8-12)

VIOLENCE IN GAMES

READINGS:

REVIEW A SCHOLARLY ARTICLE

DUE: 11-21, READING RESPONSE BLOG POST AND COMMENTS 10

STUDY FOR QUIZ 3

WEEK 13

(T) 11-22 (R) 11-24

THANKSGIVING 11-24 (NO CLASS)

TOPIC:

LAB WORK

READINGS:

WORK ON FINAL

WEEK 14

(T) 11-29 (R) 12-1

TOPIC:

FINAL PROJECT PRESENTATIONS & FEEDBACK

READINGS:

NONE

WEEK 15

(T) 12-6

TOPIC:

FINAL PROJECT PRESENTATIONS & FEEDBACK

READINGS:

NONE

DUE: FINAL PAPERS DUE WEEK 16

REVISED FINAL PROJECTS DUE 12-17, 11:59PM