

GAME 399: Serious Games

Prerequisites: None Instructor: Matt Nolan

George Mason University College of Visual and Performing Arts

Computer Game Design

3/4 Credit Hours

Lecture: Tuesdays 10:30 AM- 1PM

Office: Art & Design RM 2023

Classroom: AB 2002

Office Hours: Thursday 2- 4:30 PM or by appointment

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Course Description:

A course that will focus on the study, market, platforms, innovation, and development of Serious games. Games for Education, Science, Exercise, Social awareness and change, Advertising, Training, Wellness, Government, and Community development are some of the topics to be covered.

Students are expected to build and maintain a portfolio of original research, writing, and designs. This portfolio will be reviewed at the end of the semester. Students are expected to have these documents saved on a physical drive (USB) named with their first initial and last name. Files should be well organized into categories to facilitate easy review and access to files when working on projects.

Objectives:

To build student awareness of the techniques, methods, and research used to ensure quality design, planning for serious games through existing examples, peer critique and discussions, researching, writing, producing, and post-producing original games.

Requirements and Evaluation:

At the beginning of each class meeting, students should be prepared to discuss the assigned readings, topic assignments, and game examples. In addition, students should be prepared to discuss with the class the status and stage of their project(s), as well as any design, structural, technical, theoretical and historical issues. A lecture will follow, and then students are expected to work during class on their assignments or project. The assigned readings and other materials will be on reserve in the Johnson Center Library if they are not available online or in class.

In October, Students are required to present a research poster and paper.

At Mid-Term, students are required to present and submit an original Design document and supporting research paper.

Starting the first week of class, students will do research for a proposal detailing their Mid-Term Project: the intended audience and purpose, the origin of the idea, and the potential effects and implications of this design.

During the 8th week of class, students will provide a presentation discussing the technique, structure, and scope of their research and design.

In the 9th week of class, students will write a proposal detailing their final project: the intended audience and purpose, platform, client, the origin of their chosen 'original' serious game idea, and resource(s) for the development and distribution of the game.

In the final week of class, students will provide a 20-minute presentation discussing the technical, structural and other original content of their final project.

A series of short projects will be assigned to compliment most lectures.

Text:

Serious Games, Clark Abt, Viking Press, 1970.

Grading:

Grading will be based on:

Participation in classroom discussions and Homework (25%),

Poster presentations October(10%)

Portfolio (20%) Mid-term presentation and project (20%),
Final presentation and project (25%).

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".

Honor Code Statement: George Mason University has an Honor Code, which requires all members of this community to maintain the highest standards of academic honesty and integrity. Cheating, plagiarism, lying, and stealing are all prohibited. All violations of the Honor Code will be reported to the Honor Committee. See honorcode.gmu.edu for more detailed information.