

Date: February 2007

I. Course Name: Introduction to the Game Industry
Prefix and Number: CSC 141
Credit Hours and Contact Hours: 3 credit hours – 3 contact hours
Catalog Description:

This course provides an introduction to the game industry. Topics covered include how games are made, the evolution of games, an overview of game genres and game platforms. The production cycle including the development of the production team, game development schedule and budget will be examined. The process for creating and developing a game including the elements of game play, committing ideas to paper, game design document, technical review, coding, visualizing, hearing, interface design, math and logic, artificial Intelligence, storytelling, prototyping and building playfields will be studied. Additionally, the course will examine marketing games, economics of the game industry, and breaking into the game industry.

II. Course Outcomes and Objectives

Learning Outcomes:

Upon completion of the course the participant will be able to:

1. Identify the history of electronic games and platforms on which they are currently played.
2. Determine the steps involved in taking a game from initial concept to finished product
3. Determine the functions and tasks of various team members involve in building a game.
4. Develop and manage game schedules and budgets
5. Identify what is involved in marketing games to the public
6. Prepare for a job in the game industry

Relationship of course goals to degree programs

This course is required in the proposed Game Programming degree.
Other Computing Science majors can take this as an elective.

Competencies Addresses in this COURSE:

<input checked="" type="checkbox"/> writing	<input type="checkbox"/> ethics/values
<input checked="" type="checkbox"/> oral communications	<input type="checkbox"/> citizenship
<input checked="" type="checkbox"/> reading	<input type="checkbox"/> global concerns
<input checked="" type="checkbox"/> mathematics	<input checked="" type="checkbox"/> information resources
<input checked="" type="checkbox"/> problem-solving	<input checked="" type="checkbox"/> professional competency
<input checked="" type="checkbox"/> computer literacy	

III. Methods of Instruction

Types of Course materials: text books

Methods of instruction: The instructor will employ a number of techniques to facilitate a thorough learning experience. Specifically, they will be: lecture of underlying concepts and theories, instructor demonstration, and guided student activities in the microcomputer environment. Activities will emphasize research, problem solving

and team work. The students will work on individual programs and toward the end, will work as part of a team.

Assessment measures:

Students will be measured on their ability to identify the steps in developing a game from initial concept to finished product, understanding the function of the team, how to manage schedules and budgets, and gamemarketing.

Methods of Evaluation:

The demonstration of the satisfactory achievement of the above learning outcomes will be the responsibility of the student, facilitated by the instructor. Specifically, the following activities must be performed and completed for successful course completion:

- A. Written examinations or quizzes after every significant part of the course as described above, in Learning Objectives.
- B. Assigned projects that support the Learning Objectives above.
- C. Class participation and favorable attendance.

IV. General Outline of Topics covered

- I. Introduction
 - A. How Games Are Made
 - B. The Evolution of Games
 - C. Overview of Game Genres
 - D. Overview of Game Platforms
- II. Game Development Cycle
 - A. The Production Cycle
 - B. The Production Team
 - C. Scheduling and Budgets
- III. Documenting the Idea
 - A. The Elements of Game Play
 - B. Committing Ideas to Paper
 - C. The Game Design Document
 - D. Technical Review
- IV. Implementing the Vision
 - A. Coding the Game
 - B. Visualizing the Game
 - C. Hearing the Game
- V. Elements of Game Design Implementation
 - A. Interface Design
 - B. Math and Logic and Artificial Intelligence
 - C. Storytelling in Games
 - D. Prototyping and Building Playfields
 - E. Completing the Game
- VI. The Business Side of Games
 - A. Marketing the Game
 - B. Economics of the Game Industry
 - C. Breaking Into the Game Industry