General Information

Date
June 28th, 2018

Author
Sandra Brown

Department
Computing Sciences

Course Prefix
CSC

Course Number
141

Course Title
Introduction to the Game Industry

Course Information

Credit Hours
3

Lecture Contact Hours
3

Lab Contact Hours
0

Other Contact Hours
0

Catalog Description
Introduction to Game Industry emphasizes the current state of the industry with a focus on the process of game development. Students will explore Agile production techniques and emulate the division of roles within a game studio (e.g. producer, artist, engineer, and designer) while collaborating on a long term project to create a game. This course is designed for the AS Game Programming and Design student.

Key Assessment
This course does not contain a Key Assessment for any programs
Prerequisites
None

Co-requisites
None

Grading Scheme
Letter

First Year Experience/Capstone Designation
This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education
This course is designated as satisfying a requirement in the following SUNY Gen Ed category
None

FLCC Values

Institutional Learning Outcomes Addressed by the Course

Vitality
Inquiry
Perseverance
Interconnectedness

Course Learning Outcomes

Course Learning Outcomes

1. Utilize the process of collaborative software production to develop a simple game.

2. Analyze and reflect on the departments, structure, and general operations of game companies.

3. Outline the requirements for collaboration with external contributors.

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