CSC 365 / IMM 360 Fall 2014
Games I: Design and Architecture

Course Number & Title: CSC 365/IMM 360: Games I: Design and Architecture
Meeting Time and Location: Thursdays 5:30 PM – 9:20 PM, AIMM 202
Professor: Matthew DiMatteo
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Office Address: AIMM 321
Office Hours: By appointment

Course Description

This course is an opportunity for students from a variety of disciplines to participate in the development of games. Through lectures, readings, discussions, and hands-on workshops, we'll cover the game design process, with a focus on "playcentric" design. We will consider games within their social context, exploring the relationship between games and real world issues such as addiction and behavior. We will also discuss serious games and immersive environments and explore their impact on health and education.

Course Materials

The following texts will be made available as PDFs on [Canvas](#) and [Google Drive](#):

Required Texts
- *Game Design Workshop, 2nd Edition: A Playcentric Approach to Creating Innovative Games,* Tracy Fullerton [ISBN-10: 0240809742 ISBN-13: 978-0240809748]

Recommended Texts
- *Game Design – Theory and Practice*, Richard Rouse III
- *Artificial and Computational Intelligence in Games*, Simon Lucas, Michael Mateas, Mike Preuss, Pieter Spronck, Julian Togelius
- *The Ultimate Guide to Video Game Writing and Design*, Flint Dille, John Zuur Platten
- *Level Up*, Scott Rogers
- *Theory of Fun*

Additional Resources
Additional resources may include articles, videos, and other materials on the web. Assigned and recommended reading selections will also be taken from the following texts, which will be made available electronically:
- *Tabletop Analog Game Design*, Greg Costikyan, Drew Davidson
- *The Art of Interactive Design,* Chris Crawford
- *Learning Processing*, Daniel Shiffman
- *The Legend of Zelda and Philosophy*, Luke Cuddy

Class Blog

A class blog [http://tcnjgames1.wordpress.com] will be utilized for the purposes of responding to reading assignments and class discussions, providing peer feedback on assignments and projects, posing and responding to questions, and storing electronic resources.

Team Design Log
Students will be required to establish and maintain a running Design Log to document their team's design process throughout the course of the semester. Teams will have the option to select the platform of their choice. Recommended platforms include Google Drive, Wordpress, and PB Works.

COURSE REQUIREMENTS
Students will be expected to complete weekly exercises, attend lectures, participate in class discussions, present, discuss, and defend ideas, work in an interdisciplinary team, compile a game design document, write a project proposal and create a digital game prototype that demonstrates the skills learned in the course.

COURSE PURPOSE & LEARNING GOALS
The learning goals of this course are:

1. Understand the fundamental principles of game design.
2. Analyze and critique games in terms of mechanics and content.
3. Articulate and advocate for their ideas through presentations and discussions.
4. To demonstrate the ability to work in an interdisciplinary team.
5. Create a variety of games both digital and non-digital.
6. Utilize rapid prototyping and iterative design methods.
7. Explore a playcentric approach to game design.
8. Become familiar with typical tools and applications used in game design.
9. Be able to contribute to all aspects of game design.

COURSE SCHEDULE *
Week 01 (08/28): Introduction to Games
Week 02 (09/04): What Games Mean
Week 03 (09/11): Game Concept Proposals and Conceptualization
Week 04 (09/18): Formal Elements and Physical Games
Week 05 (09/25): Physical Prototyping and Playtesting
Week 06 (10/02): Physical Prototyping and Playtesting
Week 07 (10/09): Physical Prototype Presentations (Mid-term)
Week 08 (10/16): Social Issues in Games
Week 09 (10/23): Social Issues in Games Presentations
Week 10 (10/30): Making Digital Games
Week 11 (11/06): Game Engines
Week 12 (11/13): Work on Digital Prototype
Week 13 (11/20): Soft Opening

Week 14 (12/04): Work on Digital Prototype
Final Exam (Date TBD): Digital Prototype Presentations

* Subject to change

GRADING

All assignments must be completed by the due date. Assignments not handed in at all will receive an "F" grade. Assignments handed in late, without a proper excuse, will receive a grade penalty every day that it is late.

[35%] Individual Assignments:
- **[05%] Personal Gaming Chronology**
- **[05%] Dynamic Elements Analysis**
- **[05%] Social Issues in Games Presentation**
- **[10%] Game Journal**
- **[05%] Class Participation (Includes class discussions and blog feedback)**
- **[05%] Peer Assessment**

[65%] Group Assignments:
- **[05%] Concept Document**
- **[25%] Physical Prototype**
- **[25%] Digital Prototype**
- **[10%] Final Design Documentation**

Specific grading criteria will be included in the instructions for each assignment at the time it is issued.

TCNJ POLICIES

TCNJ's final examination policy is available on the web:
http://policies.tcnj.edu/policies/digest.php?docId=9136

ATTENDANCE
Every student is expected to participate in each of his/her courses through regular attendance at lecture and laboratory sessions. It is further expected that every student will be present, on time, and prepared to participate when scheduled class sessions begin. At the first class meeting of a semester, instructors are expected to distribute in writing the attendance policies which apply to their courses. While attendance itself is not used as a criterion for academic evaluations, grading is frequently based on participation in class discussion, laboratory work, performance, studio practice, field experience, or other activities which may take place during class sessions. If these areas for evaluation make class attendance essential, the student may be penalized for failure to perform satisfactorily in the required activities. Students who must miss classes due to participation in a field trip, athletic event, or other official college function should arrange with their instructors for such class absences well in advance. The Office of Academic Affairs will

verify, upon request, the dates of and participation in such college functions. In every instance, however, the student has the responsibility to initiate arrangements for make-up work.

Students are expected to attend class and complete assignments as scheduled, to avoid outside conflicts (if possible), and to enroll only in those classes that they can expect to attend on a regular basis. Absences from class are handled between students and instructors. The instructor may require documentation to substantiate the reason for the absence. The instructor should provide make-up opportunities for student absences caused by illness, injury, death in the family, observance of religious holidays, and similarly compelling personal reasons including physical disabilities. For lengthy absences, make-up opportunities might not be feasible and are at the discretion of the instructor. The Office of Academic Affairs will notify the faculty of the dates of religious holidays on which large numbers of students are likely to be absent and are, therefore, unsuitable for the scheduling of examinations. Students have the responsibility of notifying the instructors in advance of expected absences. In cases of absence for a week or more, students are to notify their instructors immediately. If they are unable to do so they may contact the Office of Records and Registration. The Office of Records and Registration will notify the instructor of the student's absence. The notification is not an excuse but simply a service provided by the Office of Records and Registration. Notifications cannot be acted upon if received after an absence. In every instance the student has the responsibility to initiate arrangements for make-up work.

TCNJ's attendance policy is available on the web:
http://policies.tcnj.edu/policies/digest.php?docId=9134

ACADEMIC INTEGRITY POLICY
Academic dishonesty is any attempt by the student to gain academic advantage through dishonest means, to submit, as his or her own, work which has not been done by him/her or to give improper aid to another student in the completion of an assignment. Such dishonesty would include, but is not limited to: submitting as his/her own a project, paper, report, test, or speech copied from, partially copied, or paraphrased from the work of another (whether the source is printed, under copyright, or in manuscript form). Credit must be given for words quoted or paraphrased. The rules apply to any academic dishonesty, whether the work is graded or ungraded, group or individual, written or oral.

TCNJ's academic integrity policy is available on the web:
http://policies.tcnj.edu/policies/digest.php?docId=7642

AMERICANS WITH DISABILITIES ACT (ADA) POLICY
Any student who has a documented disability and is in need of academic accommodations should notify the professor of this course and contact the Office of Differing Abilities Services (609-771-2571). Accommodations are individualized and in accordance with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1992.

TCNJ's Americans with Disabilities Act (ADA) policyis available on the web:
http://policies.tcnj.edu/policies/digest.php?docId=9206