

ATEC 6346: GAME PIPELINE METHODOLOGIES

Mondays, 4:00 – 6:45 PM

ATEC 1.202

Fall 2012

Instructor: Monica Evans

Office Hours: ATEC 1.908, by appointment only

Email: mevens@utdallas.edu or monica.evans@gmail.com

COURSE DESCRIPTION

Team-based research in the development of play-based experiences within interactive game structures, with a particular focus on user motivation, game dynamics, and the formation of unique, compelling experiences within increasingly complex, open-ended technology. Course culminates in the production of an original, playable game experience of professional-level quality in technology, aesthetics, and usability, and demonstrable quality of innovation.

Prerequisite: application and instructor permission.

REQUIRED TEXTS

None. The following texts are recommended.

Schell, Jesse. *The Art of Game Design: A Book of Lenses*

Kremers, Rudolf. *Level Design: Concept, Theory, and Practice*

Fullerton, Tracy. *Game Design Workshop, 2nd Edition*

Irish, Dan. *The Game Producer's Handbook*

COURSE REQUIREMENTS/EVALUATION CRITERIA

Students in this course will research, design, implement, and present an original game of their design in small teams. Students are responsible for all aspects of development, including the following:

- Full design documentation
- Production contract
- Pipeline and production schedule
- Asset lists and test assets for all game elements
- Focus testing documentation
- Postmortem documentation
- Researching and preparing a statement of artistic purpose
- Communicating effectively with other students

This course is production-heavy and meant to simulate the fast-paced environment of the computer game industry. Games designed for this course will emphasize creativity, innovation, and playability as well as technical and graphical achievement.

GRADING

75% Quality and presentation of original game

25% Documentation, including production contract, DVD / website production materials, testing materials, and postmortems

COURSE POLICIES

Late work is not acceptable in this course. All students must attend each class for its full duration on all days, including work days and presentation days.

SYLLABUS

This syllabus is subject to change at the discretion of the instructor (all changes will be furnished to students in writing). Students will be expected to submit their own weekly production schedule fitting these dates and times as part of the production contract.

- Aug. 27 Introduction to the course. State-of-the-game for all teams.
- Sept. 3 Labor day; no class.
- Sept. 10 Work day.
- Sept. 17 Work day.
- Sept. 24 **Milestone One:** Alpha playtest and review.
- Oct. 1 Work day.
- Oct. 8 Work day.
- Oct. 15 **Milestone Two:** Beta 1 playtest and review.
- Oct. 22 Work day.
- Oct. 26 (Fri.) *Pitch presentations for Spring 2013 Game Lab*
- Oct. 29 **Milestone Three:** Beta 2 playtest and review.
- Nov. 5 Work day.
- Nov. 12 Work day.
- Nov. 19 Work day.
- Nov. 26 **Milestone Four.** Release candidate 1. All playable games, documentation, and DVD production materials due at 2:45 PM in ATEC 1.908.
- Nov. 30 (Fri.) Spring Arts Festival. Formal presentation of final game to producers, ATEC faculty, and students. *(This date subject to change.)*
- Dec. 3 **Milestone Five:** Release candidate 2. Final review. Postmortem discussion.

Detailed information on university policies and procedures can be found at:
<http://go.utdallas.edu/syllabus-policies>