

ATEC 3352 Game Design I

Section 002 (Tues 4:00pm – 6:45pm)

Spring 2013
The University of Texas at Dallas
Course Syllabus

Professor: Jainan Sankalia
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Office Hours: By appt. Afternoons are best.

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*Subject line of **ANY** email should read: ATEC 3352 -

COURSE DESCRIPTION: ATEC 3352 Game Design I is an introduction to critical analysis and creative design of interactive games. Topics include game elements, player motivation, game dynamics, gamer culture, and the formation of compelling experiences within increasingly complex, open-ended technology. The purpose is to understand the intricate process of game design prior to development, most importantly developing an idea and writing a game design document.

REQUIRED TEXTBOOK & MATERIALS

The Art of Game Design: A Book of Lenses by Jesse Schell

STUDENT LEARNING OBJECTIVES/OUTCOMES

1. Students will be able to think critically about gaming, and the design of games.
 2. Students will also learn how to write a game design document for an original game idea.
 3. Students will engage in debate with each other and discuss in depth over various aspects of game design.
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GRADING POLICY/ASSIGNMENTS/DUE DATES/EVALUATION

The final grade will be evaluated from the following:

15%	Game Analysis
5%	Game Idea Assignments
10%	Pitch Document
20%	Concept Document
10%	Pitch Presentation
30%	Design Document
10%	Class Participation

Attendance will not be taken for this course, however, poor attendance will reflect negatively in your Class Participation Score.

Game Analysis. This is a 4-5 page typed 12 pt Times New Roman double spaced paper with 1in margins (~1000-1200 words) paper. Compare and contrast two similar games in the same franchise. The goal for the assignment is to critically analyze and break down a game.

Game Idea Assignments. These short assignments require you to write down a paragraph description of original game ideas.

Pitch Document. This is a 1 - 2 page document describing the basics of an original game idea. Formatting is up to the student's discretion. The goal for this document is to explain an original idea to communicate the desired look and feel of your game.

Concept Document. This is a 10 page document describing your concept in detail. Formatting is up to the Student's discretion. The goal for this document is to provide enough information about the original idea to communicate the design to all aspects of a game's production. This includes, art, sound, code, gameplay, distribution, and production schedule.

Pitch Presentation. This is a 5 minute presentation over your original game idea. The goal for this presentation is to effectively communicate your game idea in a short pitch to the rest of the class.

Design Document. This is a 40 page document describing all aspects of your original game idea in extreme detail. The goal is to provide all the detailed information for all aspects of development so any member of the team would know exactly what your idea is and how to create it.

Class Participation. Engaging in the discussions, asking pertinent questions, and not being distracted with other activities (Talking, Texting, IMing, studying for another class, etc.) all contribute to your final overall Class Participation grade.

Late Assignments are not allowed without written permission from instructor. Assignments are due at the start of class.

Other Important University Information can be found at

<http://go.utdallas.edu/syllabus-policies>

Academic Calendar

1/14	Classes Begin
1/22	Last Day to Add/Swap
1/30	Last Day to drop a class without a "W"
5/4	Last Day of Classes
5/6	Reading Days (No Classes)
5/7-13	Final Exams

Class Calendar

Class Calendar and Due Dates are subject to change at the instructor's discretion.

Jan 15	Anatomy of a Game
Jan 22	Genres of Games <i>Game Ideas Due & Analysis Topic Chosen</i>
Jan 29	Simple Mechanics
Feb 5	Complex Systems
Feb 12	Game Franchises <i>Game Analysis Paper Due</i>
Feb 19	Narrative <i>Game Ideas Due</i>
Feb 26	Character
Mar 5	Art/Animation <i>Pitch Document Due</i>
Mar 12	SPRING BREAK – NO CLASS
Mar 19	Code
Mar 26	Level Design
Apr 2	Sound <i>Concept Document Due</i>
Apr 9	Producing
Apr 16	<i>Pitch Session</i>
Apr 23	Discussion over the Art of Game Design
Apr 30	Game Development Types
May 7	<i>Design Document Due</i>