

# **A TEC 4368 Advanced Game Design**

## **Section 501 (Tues 7:00pm – 9:45pm)**

Spring 2013  
The University of Texas at Dallas  
Course Syllabus

Professor: Jainan Sankalia  
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\*Subject line of **ANY** email should read: ATEC 4368 -

**COURSE DESCRIPTION:** ATEC 4368 Advanced Game Design is a continuing study in critical analysis and creative design of interactive games. Topics may include designing for serious, persuasive, or educational games; integrating art and entertainment; innovations in game mechanics, interactive sound, interactive narrative, and haptic or peripheral devices; and advanced pre-production strategies.

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### **REQUIRED TEXTBOOK & MATERIALS**

The Art of Game Design: A Book of Lenses by Jesse Schell  
Rules of Play by Katie Salen and Eric Zimmerman

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### **STUDENT LEARNING OBJECTIVES/OUTCOMES**

1. Students will be able to think more critically about gaming, and the design of games.
  2. Students will also continue the practice of writing game design documents for original game ideas.
  3. Students will learn how to design and promote higher quality game experiences.
  4. Students will engage in debate with each other and discuss in depth over various advanced topics within game design.
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### **GRADING POLICY/ASSIGNMENTS/DUE DATES/EVALUATION**

The final grade will be evaluated from the following:

10%	First Game Pitch
10%	Second Game Pitch
20%	Third Game Pitch
30%	Pitch Documents
20%	Concept Documents
10%	Participation

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

**Pitch Documents.** These are 1 - 2 page documents 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 Documents.** These are 10 page documents 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.** These are 5 minute presentations over your original game idea followed by a short question answer session over the 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.

**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.

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**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

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## Class Calendar

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

- Jan 15 Introduction to the course and game documentation. Design, designers, developers, and players. Designing for analog vs. digital games. Getting attention: pitches, prototypes, demos, metrics, and vertical slices.
- Jan 22 Aspects of digital design: system, scenario, interface, level, content.  
*Pitch Document 1 Due*
- Jan 29 Commercial game design: Single-player systems, deep immersion, storytelling and world crafting, interactive narratives.  
*Pitch Document 2 Due*
- Feb 5 Commercial game design: multi- and massively-multiplayer systems, online experiences, co-op and competitive play.  
*Pitch Document 3 Due*
- Feb 12 Commercial game design: transmedia; branding and franchise; sequels, prequels, and remakes.
- Feb 19 **First Pitch Session**  
*Concept Document 1 Due*
- Feb 26 Independent/commercial crossovers: casual games and social media, user-created content and mechanics, building a player base. Games for non-gamers. Games and play as an aspect of culture.  
*Pitch Document 4 Due*
- Mar 5 Independent game design: the indie movement, games about games, hobbyist game design, games as risks. The art game movement: computer games as artistic media, designing for a gallery space, defining and desining the “art game.”  
*Pitch Document 5 Due*
- Mar 12 SPRING BREAK – NO CLASS
- Mar 19 Introduction to production: project management, pipeline management, schedules, budgets, and other logistical realities. How to hire (or get hired as) a game developer.  
*Pitch Document 6 Due*
- Mar 26 Research-based game design: simulations, educational games, games and journalism, game accessibility.
- Apr 2 **Second Pitch Session**  
*Concept Document 2 Due*

- Apr 9            Research-based game design: “serious” or “persuasive” games, games for change, gamification.  
*Pitch Document 7 Due*
- Apr 16           Discussion over the Art of Game Design and Rules of Play.  
*Pitch Document 8 Due*
- Apr 23           How to get your game made: starting a game company, creating a vertical slice, rising through the design ranks, getting research or indie funding, life as an art-game developer.  
*Pitch Document 9 Due*
- Apr 30           The future of games, game design, game studies, the industry, and new hardware and peripherals.
- May 7            **Third Pitch Session**  
*Concept Document 3 Due*