

## *Course Syllabus*

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### **Course Information:**

### **ATEC 4367.001: Rapid Prototyping for Digital Games**

Monday, 7:00 – 9:45 PM

ATEC 1.202

Spring 2013

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### **Professor Contact Information**

Instructor: Dr. Tim Christopher

Email: [khimbar@utdallas.edu](mailto:khimbar@utdallas.edu)

Email MUST have atec4367 Monday in subject line.

Office: ATEC 1.304

Office Hours: Appointment only

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### **Course Pre-requisites, Co-requisites, and/or Other Restrictions**

Pre-requisites: ATEC 3351 or ATEC 3352. Instructor's permission to enroll in ATEC 4367.

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### **Course Description**

ATEC 4367 explores the theory and practice of rapid prototyping for digital games by creating small, agile prototypes in a short amount of time. Students in this course will design, create, and playtest small digital games using a variety of tools available online. The course focuses on examining both successes and failures and teaches students how to use those experiences to create better games in the future. Course culminates in the presentation of a redesigned game and pitch document and a postmortem for an original digital game of the student's creation.

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### **Student Learning Objectives/Outcomes**

**Students will learn to think critically about games and gaming issues**

**Students will learn to work with a seven day rapid prototyping schedule**

**Students will work to develop original playable digital games**

**Students will learn how to critically analyze games made by themselves and others**

**Students will develop a digital game portfolio over the course of the semester**

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### **Required Textbooks and Materials**

Additional online readings may be provided

### **Suggested Course Materials**

*Challenges for Game Designers*, Brenda Brathwaite and Ian Schreiber

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## Assignments & Academic Calendar

January 14	Introduction to the course. Review of basic game design principles. <b>Handout:</b> <i>How to Prototype A Game In 7 Days</i>
21	NO CLASS
28	Discuss <i>How to Prototype A Game In 7 Days</i> . <b>Handout:</b> <i>Visualizing the Creative Process</i> <b>DUE:</b> "Hello World" Game 1
February 4	Discuss <i>Visualizing the Creative Process</i> . <b>DUE:</b> "Hello World" Game 2
11	Discuss first prototype experience <b>Handout:</b> <i>Finishing a Game</i> <b>DUE:</b> Prototype 1
18	Discuss <i>Finishing a Game</i> handout <b>DUE:</b> Prototype 2
25	<b>Handout:</b> <i>24 Indie Rules</i> <b>DUE:</b> Prototype 3
March 4	Discuss <i>24 Indie Rules</i> <b>DUE:</b> Prototype 4 <b>DUE:</b> Failure Analysis Paper
11	SPRING BREAK
18	<b>DUE:</b> Prototype 5
25	<b>DUE:</b> Prototype 6
April 1	<b>DUE:</b> Prototype 7
8	<b>DUE:</b> Prototype 8
15	<b>Begin Redesigning Prototype</b>
22	Final Project Milestone 1
29	<b>FINAL DAY</b> <b>DUE:</b> 3 Minute Pitch, Redesigned Prototype, Post Mortem

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**Grading Policy:**

- 50% Digital Prototypes: two hello world prototypes, eight game prototypes
  - 30% Final Project: final project milestones, redesigned game prototype and postmortem
  - 10% Failure Analysis Paper
  - 10% Participation
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**Course & Instructor Policies**

Work is **late after 7:15PM the day it is due**. Once late, students will have a week to complete the assignment to receive partial credit (50%). After a week, students will receive a 0 for the assignment unless otherwise discussed with the professor. Assignments students receive a 0 on cannot be used for the final project.

Students are responsible for determining what assignments they miss if they are absent.

Requirements and schedule are subject to change at the discretion of the instructors (all changes will be furnished to students in writing).

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**Information on university policies and procedures: <http://go.utdallas.edu/syllabus-policies>**