

Game Design and Development

Course Information

<i>Course Number/Section</i>	ATCM 6335.001
<i>Course Title</i>	Game Design and Development
<i>Term</i>	Fall 2022
<i>Time</i>	Wednesday: 4:00 PM – 6:45 PM
<i>Location:</i>	ATC 2.605

NOTE:

Class can be viewed live on MS Teams during course time. Recordings of weekly lectures will be available on MS Teams as each lecture concludes. Additional lectures may be posted on MS Streams, as needed. Student presentations and general discussion **will not be recorded**. Attending class virtually or in person is crucial to your success.

If you do choose to attend class live, please adhere to the online seating chart and maintain recommended CDC safety protocols regarding masks and distancing.

Professor Contact Information

<i>Professor</i>	Dr. Timothy Christopher
<i>Office Phone</i>	972-883-7510
<i>Email Address</i>	khimbar@utdallas.edu
<i>Online Office Hours</i>	Appointment only – via MS Teams
<i>Other Information</i>	All emails must contain “ATCM 6335.001” in the subject header.

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

N/A

Course Description

ATCM 6335 - Game Design and Development (3 semester credit hours) Advanced study of the structure, content, and design of games, with a particular focus on prototype creation and development. A variety of design practices will be explored for digital, analog, and experimental games.

Student Learning Objectives/Outcomes

- Students will learn to think critically about games and gaming issues
- Students will work in teams and individually to develop original playable games
- Students will learn how to critically analyze games made by themselves and others
- Students will research and discuss social issues as they relate to games

Required Textbooks and Materials

Required Textbooks

All required texts and videos will be provided via eLearning as needed.

Required Materials

GameMaker Studio 2 for Windows – can be purchased here: <https://www.yoyogames.com/get>

NOTE: You may use the free version for class, but it is strongly recommended that you get at least the monthly creator license for \$4.99. This will be discussed in detail in class.

You will need to purchase at least 1 of the following games on PC:

Age of Empires II: Definitive Edition

Neverwinter Nights: Enhanced Edition. (The cRPG published by Beamdog, not the MMORPG)

Arma III

NOTE: This purchase is not needed before week 8, and will be discussed in depth before that day. Please wait to purchase one of these AFTER it is discussed in class.

Suggested Course Materials

Raph Koster, *A Theory of Fun for Game Design*

Fullerton, Tracy, *Game Design Workshop 3rd Edition*

Schell, Jesse, *The Art of Game Design 3rd edition*

Hackett, Matt, *How to Make a Video Game all by Yourself*

Zubek, Robert, *Elements of Game Design*

Schreiber, Ian; Romero, Brenda, *Game Balance*

Lemarchand, Richard, *A Playful Production Process*

Rogers, Scott, *Level Up!*

Salen, Katie; Zimmerman, Eric, *Rules of Play*

Selinker, Mike, *Kobold Guide to Board Game Design*

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

Academic Calendar

Each week new material will be to the class eLearning page on Wednesday.

			Wednesday
Week 1	Aug	24	Class introduction
Week 2		31	"Hello World" game
Week 3	Sep	7	Start "Self-Assessment."
Week 4		14	Alpha 1
Week 5		21	Alpha 2
Week 6		28	Beta Game 1
Week 7	Oct	5	Final Game 1
Week 8		12	Alpha 3
Week 9		19	Alpha 4
Week 10		26	Beta Game 2
Week 11	Nov	2	Final Game 2
Week 12		9	Alpha 5
Week 13		16	Alpha 6
Week 14		23	Thanksgiving -NO CLASS
Week 15		30	Beta Game 3
Week 16	Dec	7	Final Game 3 Conclude "Self-Assessment."

Grading Policy

Participation:	15%
Self-Assessment Posts:	10%
Prototyping Grade:	40%
Final Games Grade:	35%
Total Grade:	20%

Note:

Participation: Each day that an assignment is due, you will be given the opportunity to present and discuss your work. It is crucial to your participation grade that you do so as often as possible.

Self-Assessment Post: You will be responsible for creating and maintaining an honest self-assessment of your goals and your progress towards them for the duration of the semester.

Prototyping Grade: You will be assigned a total of 6 Alpha prototypes during the semester. Your Prototyping Grade will consist of your 4 highest prototype grades. This may also include a grade for turning in the “Hello World” game.

Final Games Grade: Similar to your Prototyping Grade, your Final Games Grade is based on the average of the 2 best final games you submit to class.

Course Policies

Late Work

Unless otherwise noted, work is due at 4PM on Wednesdays before class. It is important to have your work posted online before the start of class so that it can be presented and discussed in class. In the event that you feel you will be unable to post a given assignment on time, please contact the course professor and discuss your best course of action.

Class Participation

You will get the most out of this class if you turn in as much work as you are able. You are also expected to take place in discussions as much as you are able.

At no point in the semester is your physical presence in the classroom going to affect your participation, but it is crucial to your success that you attend as many classes as you are able, either in person or online.

All lecture materials will be made available online and all work will be submitted in eLearning. In-class discussions and student presentation will not be recorded in order to maintain student privacy.

Classroom Citizenship

All of your emails, posts, and game content must be professional and respectful.

Technical Requirements

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful learning experience. Please review the important technical requirements on the [Getting Started with eLearning](#) webpage.

Course Access and Navigation

This course can be accessed using your UT Dallas NetID account on the [eLearning](#) website.

Please see the course access and navigation section of the [Getting Started with eLearning](#) webpage for more information.

To become familiar with the eLearning tool, please see the [Student eLearning Tutorials](#) webpage.

UT Dallas provides eLearning technical support 24 hours a day, 7 days a week. The [eLearning Support Center](#) includes a toll-free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service.

Communication

This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and a web conferencing tool may also be used during the semester. For more details, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations on eLearning tools.

Student emails and discussion board messages will be answered within 5 working days under normal circumstances.

Class Recordings

Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

COVID 19 Guidelines and Resources

For the most up to date COVID guidelines please visit:

<https://www.utdallas.edu/community-health/covid-19/#utd-health-guidance>

Masks and Vaccinations

The following language about masks and vaccinations has been provided to faculty by UT Dallas administration: Please remember that Texas Governor Greg Abbott's Executive Order [GA-38](#) prohibits us from mandating vaccines and face coverings for UT Dallas employees, students and members of the public on our campus. However, we strongly encourage all Comets to get vaccinated and wear face

coverings as recommended by the CDC. The University of Texas at Dallas (UT Dallas) will continue to share more information and guidance as we get closer to the fall semester.

Classroom Safety and COVID-19

To help preserve the University's in-person learning environment, UT Dallas recommends the following: Adherence to the University's [CDC Updated Guidelines](#) issued on July 30, 2021. All Comets are strongly encouraged to wear face coverings indoors regardless of vaccination status. Please note this represents a change in the [campus guidance](#) issued on May 20, 2021.

Accommodations for Students Who Must Isolate or Quarantine Due to COVID-19

To keep the UT Dallas community as safe as possible, the University requires students who test positive for COVID-19 or who are close contacts as determined by the campus contact tracing program to isolate or quarantine as applicable. Faculty will be notified by the Dean of Students' Office if a student in their class has been required to isolate (positive case) or quarantine (exposed). Faculty must make lectures available for those students during the period the students must isolate or quarantine. Faculty have the discretion to set an attendance policy for their in-person meetings, but the absences due to COVID-19 cannot be counted against an isolated or quarantined student.

Verifying COVID-19 Isolations or Quarantines

Students may self-report COVID-19 positive results or exposures via an [online form](#) so that university campus tracers can verify, record, and take necessary campus precautions. When faculty are notified by students rather than by the Dean of Students' Office that the students are isolating or quarantining, the faculty should remind students to self-report via the form; students should not attend class until cleared by campus tracers.

Vaccinations are widely available, free and not billed to health insurance. The vaccine will help protect against the transmission of the virus to others and reduce serious symptoms in those who are vaccinated. Students and faculty are encouraged to [get a COVID-19 vaccine](#) and register their vaccination status through the [voluntary vaccine report form](#).

Proactive Community Testing remains an important part of the university's efforts to protect our community. Tests are fast and free. Please check the [Comets United](#) webpage for additional information.

[Student Safety](#) remains an important part of the UT Dallas' efforts to protect our community. All students will adhere to the Comet Commitment. Unvaccinated Comets will be expected to complete the mandatory [Required Daily Health Screening](#). Those students who do not comply will be referred to the Office of Community Standards and Conduct for disciplinary action under the [Student Code of Conduct – UTSP5003](#). All students are encouraged to read the [Recommendations for Students Returning to Campus](#) issued on August 2, 2021.

Visit the [Comets United webpage](#) to obtain the latest information on the University's guidance and resources for campus health and safety.

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.