

ATEC 4368 Advanced Game Design

Section 501 (Mon 7:00pm – 9:45pm)

Fall 2013
The University of Texas at Dallas
Course Syllabus

Professor: Jainan Sankalia
Email: jainan.sankalia@utdallas.edu

Office Hours: By appt. Early evenings are best.
*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.

REQUIRED TEXTBOOK & MATERIALS

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

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.
-

GRADING POLICY/ASSIGNMENTS/DUE DATES/EVALUATION

The final grade will be evaluated from the following:

10%	First Concept Pitch
10%	System Pitch
15%	Second Concept Pitch
20%	Pitch Documents
20%	Concept Documents
15%	System Documents
10%	Participation & 'Reading' Assignments

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.

System Documents. These are ~ 6 page documents describing in detail all the elements of a given system including, spreadsheets, asset lists, etc. The goal for this document is to outline all the information that would be needed for a particular system to be developed.

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.

'Reading' Assignments include articles, blogs, websites, games, etc. that are given by the instructor that relate to the discussion topic. These should be consumed before the start of the next class.

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

8/26	Classes Begin
9/3	Last Day to Add/Swap
9/11	Last Day to drop a class without a "W"
12/11	Last Day of Classes
12/12	Reading Days (No Classes)
10/18	Midterm Grades Due
12/13-19	Final Exams

Class Calendar

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

Aug 26	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.
Sept 2	LABOR DAY – NO CLASS
Sept 9	Aspects of digital design: system, scenario, interface, level, content. <i>Pitch Document 1 Due</i>
Sept 16	Commercial game design: Single-player systems, deep immersion, storytelling and world crafting, interactive narratives.

	<i>Pitch Document 2 Due</i>
Sept 23	Commercial game design: multi- and massively-multiplayer systems, online experiences, co-op and competitive play. <i>Pitch Document 3 Due</i>
Sept 30	Commercial game design: transmedia; branding and franchise; sequels, prequels, and remakes.
Oct 7	First Concept Pitch Session <i>Concept Document 1 Due</i>
Oct 14	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.
Oct 21	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.” <i>System Document 1 Due</i>
Oct 28	Introduction to production: project management, pipeline management, schedules, budgets, and other logistical realities. How to hire (or get hired as) a game developer.
Nov 4	Research-based game design: simulations, educational games, games and journalism, game accessibility, “serious” or “persuasive” games, games for change, gamification. <i>System Document 2 Due</i>
Nov 11	System Pitch Session <i>Pitch Document 4 Due</i>
Nov 18	Discussion over the Art of Game Design and Rules of Play. <i>Pitch Document 5 Due</i>
Nov 25	FALL BREAK – NO CLASS
Dec 2	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. <i>Pitch Document 6 Due</i>
Dec 9	The future of games, game design, game studies, the industry, and new hardware and peripherals.
*Dec 13 – 19 During our final exam time	Second Concept Pitch Session <i>Concept Document 3 Due</i>