

## *Course Syllabus*

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### **Course Information:**

#### **ATEC 4370.001: Game Design III**

Tuesday, 10:00 AM – 12:45 PM

ATC 2.605

Fall 2016

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### **Professor Contact Information**

Instructor: Dr. Tim Christopher

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

Email MUST have “atec4370 Tuesday” in subject line.

Office: ATC 1.6B01

Office Hours: Appointment only

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

Pre-requisites: ATEC 4367.

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### **Course Description**

**ATEC 4370 – Game Design III** (3 semester credit hours) This course is designed to further the concepts and skills learned in the preceding Game Design courses. To that end, students will be allowed to create 4 fleshed out game concepts build around game prompts of their choosing. The students will get feedback on the development of each of their games from the class, and will work to improve the games based on this information.

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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 3-week prototyping schedule**

**Students will work to develop 4 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**

<https://atecgamedesign3.wordpress.com/>

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

Aug	23	Start Game 1
	30	Game 1 Alpha
Sept	6	Game 1 Beta
	13	Game 1 Final Start Game 2
	20	Game 2 Alpha
	27	Game 2 Beta
Oct	4	Game 2 Final
	11	Start Game 3
	18	Game 3 Alpha
	25	Game 3 Beta
Nov	1	Game 3 Final
	8	Start Game 4
	15	Game 4 Alpha
	22	NO CLASS
	29	Game 4 Beta
Dec	6	Game 4 Final

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### Grading Policy:

35%	Your Strongest Digital Proof of Concept
35%	Your Second Strongest Digital Proof of Concept
20%	Your Third Strongest Digital Proof of Concept
10%	Your Weakest Digital Proof of Concept

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## **Course & Instructor Policies**

Work is **late after 10:00AM 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. 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>***