GAME 101 – Intro to Game Development

Instructor: Michael Brown

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Online Office Hours: Monday & Wednesday   9:00-10:00
                              Also by appointment

Course Description

This course focuses on game development concepts and techniques. Topics covered are common to all game development: history of modern games, player considerations, game elements, storytelling and narrative, character development, gameplay experience, levels, interface design, audio, strategy, and project management. It serves as an introduction to electronic game development and game development careers and includes an examination of the history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry. Lectures, demonstrations, discussions, and other content will introduce various issues of game development, design, and art. Assigned projects, readings, presentations, exams and group critiques will assist in a critical understanding better preparing the student for further study in game development.

Objectives

- Demonstrate a working knowledge of game history including key evolutionary developments in game design.
- Develop an understanding of all game genres.
- Students will demonstrate visual communication skills through critiques, written explanations, and storyboarding
- Create a game concept, back-story, character, biographies, rules and conditions for victory.
- Write a game proposal including an evaluation of playability and marketability of the product.
- Create character/vehicle/setting rough concept art.
- Create commercial, package design, poster for game development idea
- Employ video game development processes and production techniques.

Optional Text

No text required

Student Responsibilities/Attendance/Participation

Student Responsibilities:
- Students must have basic computer and file management skills for all GAME courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 2 GB) to every class. Make sure it is clearly labeled with your name on it.
- Have access to the required text(s) and other subscriptions as required
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.

Attendance/Participation:
- Students are required to complete all projects on time, participate in scheduled critiques/class discussions/presentations, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for two consecutive class periods and have made no attempt to call/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.

Grading Policy

Grading:
- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work, participation in presentations, critiques and class discussions, and the general willingness to try. Make each project meaningful to yourself!
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, an incomplete may be issued.

How to Contact the Instructor

mbrowgame@unm.edu or mibrown@nmsu.edu

Online Office Hours: Monday & Wednesday   9:00-10:00
                            Also by appointment

Please feel free to email me with any questions or concerns you have. My cell phone number is 575-621-8140 you can text me if you need immediate assistance.

Support Information, Resources, & Tutorials

Access to the book:

- <u>University of New Mexico Valencia Bookstore:</u>
  - o http://www.unm.edu/~unmvc/Bookstore/Bookstore.htm

- <u>Library System:</u>
  - o University of New Mexico Valencia Campus Library:
    - ▪ http://www.unm.edu/~unmvclib/
      - There will be one copy on reserve. You will need to check it out at the front desk. It will only be available for 2-hour checkout, and cannot ever leave the library.

- <u>Purchase Online:</u>
  - o If you plan on purchasing this book online, you need to do so immediately. We will start using it right away! A couple of sources for purchase online are:
    - ▪ Amazon.com: www.amazon.com - some new, some used
    - ▪ Half.com: www.half.ebay.com - discounted prices for used books!

Support for Blackboard Learn:
  - o - https://learn.unm.edu/webapps/portal/frameset.jsp?tab_tab_group_id=_21_1

DMA / UNM Valencia Tutoring Services:
- We are proud to have our very own DMA tutor available for Digital Media Arts specific courses! You can walk-in or if you prefer to make an appointment during these times, please call the Learning Center at 925-8917.

- Custom tutoring services are available through The Learning Center http://www.unm.edu/~tutor/. Even online tutoring is available!

Other tutorials:
- I will post a number of links to video tutorials in Blackboard Learn for this course.

Instructor Support:
- Please see "How to Contact the Instructor" for methods of contacting the instructor for help.

TENTATIVE SCHEDULE AND IMPORTANT DATES TO REMEMBER

Week	Events & Class Activities
1	- Course Syllabus & Orientation - Introductions - Assignment 1 – Game Review
2	- Game Analysis - Assignment 2 - High Concept
3	- Game Dev Process - Assignment 3 - Narrative Draft
4	- Game Professions - Characters - Assignment 5 - Characters
5	- Demo

	- Game Breakdown
6	- Game Industry Breakdown
7	- Gameplay Mechanics
8	- Assignment 6 - Mechanics rough draft - Mid term – Turn in first half of document
9	- Game Industry Business
10	- Enemies
11	- Demo - Game Breakdown
12	- Level Design
13	- Work on Final Doc
14	- Demo - Game Breakdown
	NO CLASSES *DACC Campus closed for Fall Break 11/20 – 11/24*
15	Final Presentations
16	**FINAL EXAM: Monday, December 4th at regular class time**