GAME 101 : Introduction to Game Development

Section 501, CRN 68301
Fall 2020

Instructor: Ian Burch
E-Mail: ianburch@unm.edu
Office and Hours: Online on Zoom & Learn (TBD)

Course Goals:
Learn the fundamentals of game design. Students will learn how to make, test, and refine games, along with theories such as the MDA framework, loops, and taxonomies.

Learning Objectives:
By the end of the course, students will:
- Understand the development process of prototyping & iteration
- Be able to write useful and detailed design documents
- Know about roles and jobs in the game industry
- Be able to analyze how a game's mechanics work
- Understand core, secondary, and tertiary loops
- Know about taxonomies, MDA framework, and other theories
- Have a better understanding of game design

Course Outline:
This course will alternate between projects and a more traditional structure. There will be three projects where students make, test, and refine a game. In-between the projects, we'll discuss the theory behind game design and talk about the game industry, with conventional homework and discussions. The course will meet at least once a week on Zoom, and use Learn for homework uploads and discussion boards.

Materials:
You *must* have:

- Internet Access, for Learn, Zoom, and Youtube.
- Notebook
- Materials for prototyping (paper, dice, cards, playing pieces)

While we don't have a textbook, instead you'll be expected to get and play through 3 influential games you've never played before and write a short paper analyzing their mechanics.

Expectations:

Students are expected to conduct themselves in a professional and collegial manner. During Zoom meetings, be professional, appropriate, and mute when not speaking. When posting on discussion boards, be polite, concise, and avoid using internet slang. If you need an extension on an assignment, please email or message me before it is due.

Grade Breakdown

Game Projects	45% (15% each)
Homework	25%
Game Summaries	20%
Participation & Activity	10%

Letter grades will be given as follows, with + or - given for the highest and lowest 3% in each range, respectively:

90% - 100%	A
80% - 89%	B
70% - 79%	C
60% - 69%	D
0% - 59%	F

Schedule :

Introduction & First Game

Week 1 - Introductions. What is a game?

Week 2 - Prototyping & testing

Week 3 - Polishing & presenting

Game Design

Week 4 - Do games need to be fun?

Week 5 - Genres & Core Loops

Week 6 - Affordances

Week 7 - Tutorials

Second Game

Week 8 - Prototyping & Testing

Week 9 - Polishing & presenting

The Industry

Week 10 - Roles in Game Development

Week 11 - Scope
Week 12- Design Documents
Week 13 - Pitching
Week 14 - TBD

Third Game
Week 15 - Prototyping & Testing
Week 16 - Polishing & presenting

Disability Statement: If you have a documented disability, please provide me with a copy of your letter from Equal Access Services as soon as possible to ensure that accommodations are provided in a timely manner. If you feel you need accommodations but have not documented your disability, please contact Jeanne Lujan, the coordinator for Equal Access Services at 925-8910 or jmlujan@unm.edu

Academic Honesty: Each student is expected to maintain the highest standards of honesty and integrity in academic and professional matters. The University reserves the right to take disciplinary action, including dismissal, against any student who is found responsible for academic dishonesty. Any student who has been judged to have engaged in academic dishonesty in coursework may receive a reduced or failing grade for the work in question and/or for the course. Academic dishonesty includes, but is not limited to, dishonesty in quizzes, tests or assignments, claiming credit for work not done or done by others; hindering the academic work of other students; and misrepresenting academic or   professional qualifications within or outside the University.

Title IX : In an effort to meet obligations under Title IX, UNM faculty, Teaching Assistants (TA), and Graduate Assistants (GA) are considered responsible employees. This designation requires that any report made to a faculty member, TA, or GA regarding sexual misconduct or gender discrimination must be reported to the Office of Equal Opportunity and the Title IX Coordinator. For more information on the campus policy regarding sexual misconduct, see: https://policy.unm.edu/university-policies/2000/2740.html