

GAME 101 – Intro to Game Development

UNM Valencia, Game Design and Simulation

updated 10-16-2012

Fall 2015

Monday | Wednesday, 12:00pm – 1:15pm

Instructor: Michael Brown

mbrowgame@unm.edu

Campus Office Hours: Monday & Wednesday 10:00-11:30
 Tuesday & Thursday 11:00 – 11:30
 Also by appointment
 B&T 107C

Office: Business & Technology Building Rm. 107C

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

Game Development Essentials, 3rd edition

Jeannie Novak

Student Responsibilities/Attendance/Participation

Student Responsibilities:

- Students must have basic computer and file management skills for all DMA 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 a UNM email to access WebCT:
 - o Students will access supplemental information, class agenda/syllabus, and their grades through WebCT at <https://vista.unm.edu>. Just enter your NetID and your password. You must set-up a UNM email account (<https://netid.unm.edu>) if you do not already have one.
- 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.
- **COMPUTERS WILL BE OFF DURING ALL 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 three 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.
- Students will need to work a few hours each week in addition to the scheduled class times.

Computer Lab Responsibility:

- Please be advised that use of computer labs on UNM properties is governed by "Policy 2500: Acceptable Computer Use"
- which can be found at <http://policy.unm.edu/university-policies/2000/2500.html>. Food and drink are also prohibited in any
- computer lab on campus. Anyone violating these policies is subject to possible suspension and loss of computer lab privileges.

UNM Email/Black Board Learn Access:

Beginning Fall 2015 semester, all UNM-Valencia students will need a UNM Net ID which can be created by going to: <http://it.unm.edu/accounts/>. UNM Net ID will give you access to the computer labs on campus, blackboard learn and UNM Email.

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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!

- Each assignment will culminate in a presentation, which will consist of discussing your work and/or projecting your completed work in class for all to see. All due dates will be announced on WebCT, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will need to make arrangements with me if you are planning to make-up the work, and a fair grade will be issued once the work has been submitted, presented, and critiqued, minus an automatic one letter grade deduction.
- 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

Campus Office Hours: Monday & Wednesday 1 10:00-11:30
 Tuesday & Thursday 11 10:00 – 11:30
 Also by appointment
 B&T 107C
 505-925-8554

Office: Business & Technology Building Rm. 107C

Support Information, Resources, & Tutorials

Access to the book:

- University of New Mexico Valencia Bookstore:
 - o <http://www.unm.edu/~unmvc/Bookstore/Bookstore.htm>
- Library System:
 - 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.
- Purchase Online:
 - 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.
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Tentative Course Schedule

Dates	Schedule	Textbook Readings	Projects
<u>Week 1</u>	<ul style="list-style-type: none"> • Introductions • Review Syllabus • Review WebCT • Lecture • Equipment Overview • Supplies Overview 	<u>Chapter 1:</u> Historical Elements: how did we get here?	
<u>Week 2</u>	<ul style="list-style-type: none"> • Lecture • Demo 	<u>Chapter 2:</u> Platforms and player modes" what is the framework?	
<u>Week 3</u>	<ul style="list-style-type: none"> • Project 1 Presentation 	<u>Chapter 3:</u> Goals & Genres: what are the possibilities?	Project 1 Due: <i>Game Analysis</i>
<u>Week 4</u>	<ul style="list-style-type: none"> • Lecture • Demo 	<u>Chapter 4:</u> Player Elements: Who Plays and Why?	
<u>Week 5</u>	<ul style="list-style-type: none"> • Lecture • Work time 	<u>Chapter 5:</u> Story and Character Development: Creating the Narrative	
<u>Week 6</u>	<ul style="list-style-type: none"> • Project 2 Presentation 	<u>Chapter 6:</u> Gameplay: Creating the Experience.	Project 2 Due: <i>Game Story & Character Elements</i>
<u>Week 7</u>	<ul style="list-style-type: none"> • Lecture • Demo • Work time 		
<u>Week 8</u> *Fall Break	<ul style="list-style-type: none"> • MIDTERM EXAM – covers chapters 1 - 6 	<u>Chapter 7:</u> Levels: Creating the World	

<u>Week 9</u>	<ul style="list-style-type: none"> • Project 3 due 	<u>Chapter 8:</u> Interface: Creating the Connection	Project 3 Due: <i>Game Play Elements</i>
<u>Week 10</u>	<ul style="list-style-type: none"> • Lecture • Work time • Break into Groups 	<u>Chapter 9:</u> Audio: Creating the Atmosphere	
<u>Week 11</u>	<ul style="list-style-type: none"> • Work in Groups • Group Team Contracts 	<u>Chapter 10</u> Roles & Responsibilities: Developing the Team	
<u>Week 12</u>	<ul style="list-style-type: none"> • Lecture • Work time • Work in Groups 	<u>Chapter 11:</u> Production & Management: Developing the Process	
<u>Week 13</u>	<ul style="list-style-type: none"> • Work in groups 	<u>Chapter 12:</u> Marketing & Maintenance: Developing the Community	
<u>Week 14</u> *Thanksgiving Break	<ul style="list-style-type: none"> • Work in groups 	<u>Conclusion:</u> The Future: where are we going?	
<u>Week 15</u>	<ul style="list-style-type: none"> • Work in groups 		
<u>Week 16</u>	<ul style="list-style-type: none"> • Final Project presentations • FINAL EXAM – covers chapters 7 - 12 		Final Project Due: <i>Game Adaptation</i>