

GDD 200 Introduction To Game Development (3 credits) Spring 2014

Spring 2014, Tator Hall, Room 130

Section A: Monday - Wednesday 2:00 PM - 03:15 PM

Section B: Monday - Wednesday 3:30 PM - 04:45 PM

INSTRUCTOR

Instructor: Professor Eric Nersesian

Email: eric.nersesian@quinnipiac.edu

Office: CAS 2-101

Tel: TBD

Open office hours: All day Tuesday by appointment. Open Virtual Office Hours for email contact: during the week (Monday-Friday) I will try to respond to emails within 24 hours. Emails received on the weekend will be responded to by the beginning of the following week.

COURSE BLOGGING, FILE, KNOWLEDGE & SCREEN SHARING

For this course you will maintain a blog for grading. All course related materials and announcements are posted online. If you are reading this syllabus then you have already logged into <http://blackboard.quinnipiac.edu> Please set up a blog for the course. Setup up a gmail account as we will be using google drive for file sharing, google blogger for blogging, G+ for knowledge sharing, Hangouts for screen sharing

Please use the following format for your blog address: username-GDD202. Use lower case. Brad Pitt would create the following address using his assigned username: bpitt-GDD202.blogspot.com

OVERVIEW

This course provides students with an overview of game development by platform based project work while examining different game genres, game conceptualization and objectives, story development, game mechanics and playability, character, soundtrack, level design and interface. Through project work students gain an understanding of the game development life-cycle and the roles of design teams. Every Year, Spring

OBJECTIVE

This course has the following objectives:

- *learn Gamemaker & Unity*
- *create an original game*
- *use the agile methodology of SCRUM*
- *follow the development life cycle from concept to playtest*
- *working in teams!*

SCRUM & AGILE DEVELOPMENT

Scrum is a process used for agile game development. With Scrum, projects progress via a series of iterations called sprints. Each sprint is typically a week or two weeks long and sprint planning is essential. Scrum is ideally suited for projects with rapidly changing or highly emergent requirements such as we find in game development. During the semester we will adopt the elements of SCRUM for each successive project and will start by establishing the Project Owner/Scrum Master and the Teams. The term "scrum" is from an analogy put forth in a 1986 study by Takeuchi and Nonaka, published in the Harvard Business Review. They compare development teams to the scrum formation used by Rugby teams. Scrum is the leading agile development.

COURSE STRUCTURE

We meet twice a week for one hour and 15 minutes. During this period we will often begin with your presentations/review of the previous week's assignment, followed by a short lecture and demonstration of the current learning topic and project. You will then have an extended period of time to "do it yourself" or work with a team followed by group discussions, presentations, critiques and feedback as relevant. In addition, individual meetings/consultations will be scheduled.

PEER MENTORING

Problem solving/trouble shooting/impediments: ask other students first, check out documentation and then ask me.

VISUAL & PERFORMING ARTS PROGRAM ATTENDANCE POLICY

You are expected to be in class ready to work at the beginning of the scheduled class time. PROMPT ARRIVAL TO CLASS IS EXPECTED. Three late arrivals to class will equal one absence. PLEASE NOTE: IF YOU HAVE 6 OR MORE ABSENCES YOU MAY BE ASKED TO WITHDRAW FROM THE COURSE. 7 ABSENCES DURING THE SEMESTER WILL RESULT IN A FAILING GRADE. Attendance for the last class meeting scheduled during Finals Week is required.

There is no distinction between "excused" or "unexcused" absences - missed course work, content and class participation are an issue in any absence and can negatively impact the rest of the class members. In the case of extenuating circumstances, such as an ongoing illness or the death of a loved one, the professor should be consulted as soon as possible, and documentation from the Student Affairs office may be required. In such circumstances the faculty and student can negotiate the possibility of granting an "Incomplete." In the rare cases where a student is allowed to take an "Incomplete" as the result of extenuating circumstances, the student must follow the guidelines and timelines stipulated in the University catalog.

VISUAL & PERFORMING ARTS PROGRAM ASSIGNMENTS POLICY

The assignments for this class must be turned in complete and on-time. NO LATE WORK IS ACCEPTED. If you have a medical or family emergency which will prevent you from getting your work done, it is your obligation to notify the professor of this fact and provide him/her with the appropriate documentation BEFORE the due date of the assignment. If your work is not turned in on time and you have not provided an excuse prior to the due date, do NOT email the professor with justifications. You will simply not receive credit for the assignment

SUPPLEMENTAL ONLINE TUTORIALS

I will be basing a lot of my digital arts lectures on training videos available from a variety of sources including lynda.com, digitaltutors.com, 3dbuzz.com and some youtube channels. I will give you links to these tutorials for outside class training. Some of the tutorials are free and some are not. I do highly recommend buying a monthly subscription to digitaltutors.com but I will try to provide free alternative training videos when I can. All training videos will be listed on blackboard and mentioned in class.

PROJECT GRADING

There are three main projects for this class. Each project is worth 30% of the grade and each project's grade is determined by 4 factors, which are Research & Concept Development, Presentation, Participation, and Final Deliverable.

Research & Concept Development

Research, reference gathering, design, analysis, and task lists

Presentation (Clean blog postings with multiple screenshots)

Written and verbal representation of the look and feel of the final, communication of the concept, use of the principles and elements of design including layout skills, color choices, typography, and images. Consideration for neatness is clear.

Participation (In-class, forums, wikis, blog comments)

General engagement and interaction throughout the span of the project. Covers their involvement in class and posting comments on other students' blog postings along with the forums, wikis, sharing resources and knowledge.

Final Deliverable

Playable version of your game design

NUDGE GRADE

10% of your grade goes to a nudge factor, similar to class participation.

Constructive involvement includes regular attendance, constructive discussion, helping other students, and volunteering for demonstrations.

Non-constructive involvement specifically includes non-attendance, inattention, or working on class computers when the instructor is lecturing or students are making presentations. If you insist on being disrespectful in this manner you may lose up to 10% from your final semester grade. The bottom line: be respectful and a good class

citizen.

YOUR FINAL GRADE

Your final grade is calculated by added your 3 projects plus the nudge factor as follows:

GameMaker Project	30%
Unity 2D Project (2D RPG Starter Kit)	30%
Unity 3D Project (Space Engine)	30%
Nudge Factor	10%
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Maximum total	100%

QUINNIPIAC GRADING SCALE

A 93–100	B+ 87–90	B- 80–82	C 73–76	D 60–69
A- 90–92	B 83–86	C+ 77–79	C- 70–72	F 0–59

NOTE: A C- or better is required in all departmental prerequisites.

ACADEMIC INTEGRITY AND PLAGIARISM

See <http://www.quinnipiac.edu/x1046.xml>

STUDENTS WITH DISABILITIES

Contact John Jarvis in the Learning Center for answers to specific questions. 203-582-5390.

john.jarvis@quinnipiac.edu For further information: <http://www.quinnipiac.edu/x2773.xml>

OTHER CLASS POLICIES

As discussed earlier attendance is important because we will be doing a lot of projects together in class, discussing options and providing feedback. Everybody's contribution counts. So try to arrive on time and stay until the end of class. If you have an extraordinary reason for leaving class early or arriving late, including inter-collegiate athletic contests or a religious observance let me know ahead of time. In those circumstances we can make arrangements for making up work. Take advantage of my office hours. You are encouraged to come by or make an appointment to talk about work, your professional aspirations, or other concerns related to the course.

MATERIALS

Get a usb drive. Do not rely on the computers to keep your files. Back up your work on google drive and also on a usb drive.