

PALOMAR COLLEGE
COURSE OUTLINE OF RECORD FOR
DEGREE CREDIT COURSE

X Transfer Course X A.A. Degree applicable course
(check all that apply)

COURSE NUMBER AND TITLE: CSIS 241 Overview of the Video Game Industry

UNIT VALUE: 4

MINIMUM NUMBER OF SEMESTER HOURS: 64

BASIC SKILLS REQUIREMENTS: Appropriate language and computational skills

ENTRANCE REQUIREMENTS

PREREQUISITE: None

COREQUISITE: None

RECOMMENDED PREPARATION: None

SCOPE OF COURSE:

Survey of the historical, technological, business, social, and psychological aspects of the video game industry. Intended for those considering a career in the video game industry, or those with a strong interest in video games and how they are made.

SPECIFIC COURSE OBJECTIVES:

1. Students will demonstrate their understanding of the history of the video game industry.
2. Students will analyze the strengths and weaknesses of the various types of game consoles, both current and former.
3. Students will predict the likely business success of a variety of video games, consoles, and companies.
4. Students will analyze the globalization of the video game industry, and the localization of products for sale in different international markets.
5. Students will evaluate the relative value of a licensed vs. a non-licensed game
6. Students will identify the various types of positions available within the video game industry.
7. Students will explain the intricate relationships of the developer, publisher, game console manufacturer, distributor and retailer.
8. Students will evaluate the positive and negative influences of video games in our culture.
9. Students will analyze the role of female, minority, and physically challenged characters in popular video games.

10. Students will explain the concept of “mastery” as it relates to video games, and how the game designer motivates players to continue playing, and to avoid frustration.
11. Students will demonstrate an understanding of “persistence of vision” and how it makes animation possible.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

- I. Early history of the video game industry
 - A. Pre-video game coin-ops
 - B. Coin-ops
 - C. Early single purpose consoles
 - D. Early personal computers
 - E. Early game companies
- II. The major players
 - A. Nintendo
 - B. Sega
 - C. Sony
 - D. Xbox
- III. Type of game hardware
 - A. Coin-op
 - B. Dedicated
 - C. Cartridge
 - D. Hand-held
 - E. 2D vs. 3D
 - F. Personal Computers
 - a. Input devices
 - b. Display cards
 - c. Sound cards
 - d. DirectX
- IV. Genres of video games
 - A. Arcade
 - B. Side-scrolling
 - C. Room to Room
 - D. Simulations
 - E. Adventure and Role playing games
 - F. First-person shooters
- V. Careers within the video game industry
 - A. Designers
 - B. Programmers
 - C. Artists
 - D. Play Testers
 - E. Producers
 - F. Music & sound effects specialists
 - G. Reviewers
 - H. Others
- VI. What makes a good game?
 - A. Player motivation
 - B. Mastery
 - C. Game Play
 - D. Licensed vs. Non-licensed

VII. Business aspects

- A. Consolidation
- B. Globalization
- C. Business models
- D. How the developer, publisher, console manufacturer, distributor and retailer all work together
- E. Shelf-facings
- F. Localization
- G. Which platforms get supported and why

VIII. Future trends

- A. Online games
- B. The influence of the Internet on gaming
- C. Advertiser-supported games
- D. Cell-phones and PDAs
- E. Types of consoles in the future

IX. Social responsibility

- A. Excessive violence
- B. Maturity ratings
- I. Role of women, minority, and physically challenged characters.
- J. Games as education

REQUIRED READING:

Texts appropriate for the course, such as the following:

Sheff, David. Game Over: Press Start to Continue Wilton, CT: CyberActive Media Group, Inc., 1999

Poole, Steven. Trigger Happy: Videogames and the Entertainment Revolution New York: Arcade Publishing, 2000

SUGGESTED READING: Articles students find on the video game industry from local and national newspapers and periodicals, as well as specialized game industry publications and web sites.

REQUIRED WRITING:

An oral (5-10 minute) or written report (5-10 pages) on some aspect of the video game industry.

Several "current events", either oral (1-2 minutes) or written (1-2 pages), where students find a recent article on the video game industry and explain its significance.

OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.

Reading the text(s) thoroughly enough to participate in classroom discussion.

Studying lecture notes.

Doing research online or in the library.

Several "current events", either oral (1-2 minutes) or written (1-2 pages), where students find a recent article on the video game industry and explain its significance.

An oral (5-10 minute) or written report (5-10 pages) on some aspect of the video game industry.

INSTRUCTIONAL METHODOLOGY:

Check all that apply:

- lecture
- laboratory
- lecture-laboratory combination
- directed study

DISTANCE LEARNING:

This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.

Yes No

If yes, check all that apply:

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)
- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

GRADING POLICY AND STANDARDS (include methods of determining whether the stated objectives have been met by students):

Reports	40%
Class Participation	10%
Midterms	20%
Final Examination	30%
TOTAL	100%

IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?

Yes No Number of times course may be taken for credit: _____

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

CONTACT PERSON:

SIGNATURES ON FILE