

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 242 Game Design

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:

An introduction to video game design, including the study of various genres of games, and the preparation of a game design document. 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 compare the various genres of video games.
2. Students will analyze the various aspects that make a game fun and compelling.
3. 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.
4. Students will describe a unique game they would like to make.
5. Students will decide the type of graphics that best suits their game concept.
6. Students will estimate how difficult it will be for the programmers and artists to implement their game concept.
7. Students will decide the number, type, and goal for each of the levels in their game.
8. Students will decide what type of opening and reward sequences they will need.
9. Students will create a comprehensive game design document.
10. Students will determine what types of music and sound effects will enhance their game.
11. Students will analyze their game design in terms of the target audience.
12. Students will analyze the localization aspects of their game.

CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:

- I. What makes a good game
 - A. Why do players play games
 - B. What do players expect
 - C. Ease of starting
 - D. How do you succeed
 - E. What happens if you fail
 - F. Mastery
 - G. Game Play
 - I. Good use of a license
- II. 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
 - G. Online multiplayer
- III. Analyzing some popular video games
- IV. Elements of Gameplay
 - A. Unique solutions
 - B. Non-linearity
 - C. Modeling reality
 - D. Teaching the player
 - E. Feedback
 - F. Basic elements
- V. Some well-known game designers
- VI. Developing a game design
 - A. Game concept
 - a. Gameplay
 - b. Technology
 - c. Story
 - d. Limitations
 - B. Graphics style
 - C. Difficulty of programming
 - D. Role of AI
 - E. Storytelling
 - F. Estimating art needs
 - G. Levels
 - a. Separation
 - b. Order
 - c. Components
 - d. Goals
 - H. Opening and reward sequences
 - I. Music and sound effects
 - J. Analyzing the game design
 - a. Does it fit the target audience
 - b. Playtesting
 - c. Focus groups

- d. Is it fun to play
- e. How difficult will it be to localize to other languages and cultures

REQUIRED READING:

Texts appropriate for the course, such as the following:

Rouse, Richard III. Game Design: Theory & Practice Plano, TX: Wordware Publishing, Inc. 2001

SUGGESTED READING: published game reviews and articles students find on video game designers from newspapers, periodicals, and online.

REQUIRED WRITING:

Several “game reviews”, either oral (1-2 minutes) or written (1-2 pages), where students describe and analyze a game they played recently.

An oral (2-3 minute) or written report (2-3 pages) on a game designer.

A comprehensive game design document. (15+ pages) demonstrating the concepts learned in the course.

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 “game reviews”, either oral (1-2 minutes) or written (1-2 pages), where students describe and analyze a game they played recently.

An oral (2-3 minute) or written report (2-3 pages) on a game designer.

A comprehensive game design document. (15+ pages) demonstrating the concepts learned in the course.

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 X

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	15%
Game Design	25%
Class Participation	10%
Midterms	20%
Final Examination	30%
TOTAL	100%

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

Yes ___ No X 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:

Ed Magnin, Adjunct CSIS x5410 (Voicemail) or (760) 929-9630 or email: Ed@EdMagnin.com

SIGNATURES:

SIGNATURES ON FILE