

**JOLIET JUNIOR COLLEGE
DEPARTMENT OF COMPUTER INFORMATION
AND OFFICE SYSTEMS**

COURSE SYLLABUS

Course Prefix and Number	GAME 200
Course Title	Game Design
Curriculum	Computer Information & Office Systems
Lecture	4
Lab	0
Credit Hours	4
Prerequisites	None

Catalog Description

The course will provide introduction to game design, theory, and game programming. Topics include analyzing game genres, gameplay, artificial intelligence, storytelling, level design, and play testing. Students will design and write a simple game and design document, much like what is used in the profession.

Course Objectives: See attached.

Prepared by:

Reviewed by:

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Department Chairperson Date

STUDENT MATERIALS

A. Textbook:

Title: *Game Design: Theory and Practice (Second Edition)*

Author: Richard Rouse III

Publisher: Wordware, ISBN: 1-55-622912-7

B. Other Required Materials None

Student Evaluation (Type of Grading)

A. PROJECTS

Students will be expected to do a midterm project and a final project.

B. PAPERS (no. of pages, expository writing done outside of class required and graded in addition to essay examinations):

Students will be expected to write several analysis papers on game genres.

C. EXAMS AND WHAT TYPE:

1 Midterm exam and 1 final exam.

JOLIET JUNIOR COLLEGE COURSE SYLLABUS

JOLIET JUNIOR COLLEGE

Course Prefix and Number: GAME 200 Title: Game Design

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	What is a game? What Players want and expect?	
2	Brainstorming a game idea	
3	Begin analyzing different game genres	
4	Elements of gameplay	
5	Study of artificial intelligence	
6	Storytelling and Narrative	
7	Multi-player games	
8	Get the gameplay working	
9	Midterm Project and Midterm Exam	
10	Game Development Document	
11	More game genres analysis	
12	Designing design tools	
13	Write game design document	
14	Level Design	
15	Perform playtesting	
16	Final Project	

OBJECTIVES

1. The student will understand the principle of game design.
2. The student will analyze different game genres.
3. The student will design a simple game and write the design document.
4. The student will learn the elements of gameplay.
5. The student will understand the use of artificial intelligence and storytelling in the game design.
6. The student will understand the concept of level design.
7. The student will learn the process of performing playtesting.