

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

**COURSE SYLLABUS**

<b>Course Prefix and Number</b>	Game 208
<b>Course Title</b>	Educational and Children's Games
<b>Curriculum</b>	Computer Information & Office Systems
<b>Lecture</b>	4
<b>Lab</b>	0
<b>Credit Hours</b>	4
<b>Prerequisites</b>	GAME 211, and CIS 130 or CIS 236, or consent of department.

Catalog Description

This course will explore games that are appropriate for children, while in the educational setting. An analysis of math, word and logic type of games will be evaluated, based on a skill and age level. Students to create and develop a game that is appropriate for an identified skill and aged student.

Course Objectives: See attached.

Prepared by:

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2/06

Revised 2/07

Reviewed by:

Ram Raghuraman  
Department Chairperson      Date

## STUDENT MATERIALS

### A. Textbooks:

Title: What Video Games Have to Teach Us About Learning and Literacy New Ed edition (May 7, 2004)

Author: James Paul Gee

Publisher: Palgrave Macmillan

-And-

Title: Young Children, Videos and Computer Games: Issues for Teachers and Parents

Author: Jack Sanger, Jane Wilson, Bryn Davies, Roger Whitakker

Publisher: Taylor & Francis Group

### B. Other Required Materials

None

## Student Evaluation (Type of Grading)

### A. PROJECTS

Students will be expected to develop several audio projects.

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

Three papers, a minimum of 5 pages each will be used to exemplify the research and studies that each student will complete. One paper will be in regards to the effects of children playing games that are inappropriately violent for a person's age range. Another paper will be on the positive effects of using educational games in the classroom. A third paper will research the most effective educational game available to students of the adolescent age range.

### C. EXAMS AND WHAT TYPE:

Quizzes and Exams.

# JOLIET JUNIOR COLLEGE COURSE SYLLABUS

## JOLIET JUNIOR COLLEGE

Course Prefix and Number: Game 208 Title: Educational and Children's Games

Week	Unit, Topic, Class Activity (Indicate approximate time allotment for each topic/unit)	Comments
1	Introduction to computer games for educational purposes	
2	Study different genres of educational computer games	
3	Research the effects of using technology as a means of learning	
4	Study of computer logic for math education games	
5	Different methods to introduce learning sequences	
6	Study of the most beneficial educational game used today	
7	Create a logic based game	
8	Add complex sequencing to logic based game, based on demographics	
9	Midterm Project	
10	Midterm exam	
11	Introduction to non-violent games for non-educational uses	
12	Study of the characters in computer games	
13	Further understanding of the child's desire to play non-educational games	
14	Study the effects of children playing games rater for adults	
15	Create a non-violent, age appropriate, non-educational game	
16	Final Project	

## OBJECTIVES

1. The student will evaluate different genres of computer games available.
2. The student will learn how to appropriately design a game for education purposes.
3. The student will understand how critical it is to develop a game within the specified parameters.
4. The student will program using different types of logic for educational games.
5. The student will create games geared for young children to enjoy and learn from.