GAME DESIGN COSC 2325.001  
Department of Computing Sciences  
Spring 2020

A. COURSE INFORMATION

Course number/section:  
COSC 2325.001.

Class meeting time:  
MW 8:00 a.m. - 8:50 a.m. (Lecture).  
MW 9:00 a.m. - 9:50 p.m. (Lab Section 2325.201).

Class location:  
BH - 126 (Lecture).  
OCNR - 130 (Lab Section 2325.201).

Course Website:  
bb9.tamucc.edu (Blackboard website).

B. INSTRUCTOR INFORMATION

Instructor:  
Agatha Owora.

Office location:  
RFEB 316M.

Office hours:  
Mon: 11:00 a.m. - 1:00 p.m and Fri: 11:00 a.m. - 2:00 p.m.

Telephone:  
(361) 825-3688.

E-mail:  
agatha.owora@tamucc.edu.

Appointments:  
Please email for appointments.

C. COURSE DESCRIPTION

Catalog Description  
This course will teach students the techniques for computer game design and how to work as part of a game development team from initial conception through release, including the game design process, game concepts, how and why we play games, character development, storytelling, user experience, game play, and core mechanics of games.

Extended Course Description  
None.

D. PREREQUISITES AND COREQUISITES

Prerequisites  
None.

Recommended  
None.

E. REQUIRED TEXTBOOK(S), READINGS AND SUPPLIES

Required Textbook(s)  
Optional Textbook(s) or Other References
None.

Supplies
None.

F. STUDENT LEARNING OUTCOMES AND ASSESSMENT
Assessment is a process used by instructors to help improve learning. Assessment is essential for effective learning because it provides feedback to both students and instructors. A critical step in this process is making clear the course’s student learning outcomes that describe what students are expected to learn to be successful in the course. The student learning outcomes for this course are listed below. By collecting data and sharing it with students on how well they are accomplishing these learning outcomes students can more efficiently and effectively focus their learning efforts. This information can also help instructors identify challenging areas for students and adjust their teaching approach to facilitate learning.

By the end of this course, students should be able to:
1. Interpret the role of game narrative and game play; evaluating its impact on the interactive storytelling environment.
2. Differentiate between a game review and a critical analysis of a game.
3. Evaluate the importance of iteration and rapid prototyping in game design.
4. Describe the process of creating characters and designing character actions.
5. Create a basic script and attach it to one or more game objects.
6. Evaluate middleware, level editors, graphics, video, and sound editing tools.
7. Create quality game interfaces.

G. INSTRUCTIONAL METHODS AND ACTIVITIES
Instructions will be delivered through in-class lectures, power point presentations, video lectures, and documents uploaded to Blackboard. Students are expected to go through the material on Blackboard before coming to class for the lecture.

H. MAJOR COURSE REQUIREMENTS AND GRADING
You will be given 7 quizzes, 7 assignments and 2 group projects. The details and due dates of the quizzes, assignments, and group projects will be available in Blackboard.

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<thead>
<tr>
<th>ACTIVITY</th>
<th>% of FINAL GRADE</th>
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<tbody>
<tr>
<td>Group Projects</td>
<td>50%</td>
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<tr>
<td>Quizzes</td>
<td>30%</td>
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<tr>
<td>Assignments</td>
<td>20%</td>
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I. **COURSE CONTENT/SCHEDULE**

<table>
<thead>
<tr>
<th>WEEK</th>
<th>TOPIC</th>
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<tbody>
<tr>
<td>Week 1</td>
<td>Introduction to Game Design</td>
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<td>Week 2</td>
<td>Introduction to Game Design</td>
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<td>Week 3</td>
<td>Critical Thinking in Game Design</td>
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<td>Week 4</td>
<td>Critical Thinking in Game Design</td>
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<td>Week 5</td>
<td>Game Design Theory</td>
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<td>Week 6</td>
<td>Game Design Theory</td>
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<td><strong>Week 7 – Group Project Presentations</strong></td>
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<td>Week 8</td>
<td>Story and Game Creation</td>
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<td>Week 9</td>
<td>Story and Game Creation</td>
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<td>Week 10</td>
<td>System Dynamics and Scripting Fundamentals</td>
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<tr>
<td>Week 11</td>
<td>System Dynamics and Scripting Fundamentals</td>
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<tr>
<td>Week 12</td>
<td>Game Development Tools, Functions, and Properties</td>
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<tr>
<td>Week 13</td>
<td>Game Development Tools, Functions, and Properties</td>
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<tr>
<td>Week 14</td>
<td>Interfaces, Environments, Asset Management, and Animation</td>
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<tr>
<td>Week 15</td>
<td>Interfaces, Environments, Asset Management, and Animation</td>
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**Final Project Group Presentations**

Note: Changes in this course schedule may be necessary and will be announced to the class by the Instructor.
J. COURSE POLICIES

- Attendance/Tardiness
  You are responsible for any materials covered or handed out, or announcements made in your absence. Records of your attendance will be maintained and reported to the university.

- Late Work and Make-up Quizzes
  Late assignments will receive a grade of 0. No extra or make up assignments will be available. In the event that you cannot attend the class to take the quiz due to some emergency or some unavoidable situation you must notify me as soon as possible before the quiz. Valid documentation is required for one to receive a makeup quiz.

- Cell Phone Use
  Cell phones and pagers must be on silent mode.

- Laptop Use
  Laptops and tablets can be used in the class for note taking and reviewing slides.

- Food in Class
  No food is allowed in class. A closed lid drink is allowed if the lecture is not being held in the computer labs.

K. COLLEGE AND UNIVERSITY POLICIES

- Academic Integrity (University)
  University students are expected to conduct themselves in accordance with the highest standards of academic honesty. Academic misconduct, for which a student is subject to penalty, includes all forms of cheating, such as illicit possession of examinations or examination materials, falsification, forgery, complicity or plagiarism (Plagiarism is the presentation of the work of another as one’s own work). In this class, academic misconduct or complicity in an act of academic misconduct on an assignment, quiz, test, lab or exam will result in a failing grade.

- Classroom/Professional Behavior
  Texas A&M University-Corpus Christi, as an academic community, requires that each individual respect the needs of others to study and learn in a peaceful atmosphere. Under Article III of the Student Code of Conduct, classroom behavior that interferes with either (a) the instructor’s ability to conduct the class or (b) the ability of other students to profit from the instructional program may be considered a breach of the peace and is subject to disciplinary sanction outlined in article VII of the Student Code of Conduct. Students engaging in unacceptable behavior may be instructed to leave the classroom. This prohibition applies to all instructional forums, including classrooms, electronic classrooms, labs, discussion groups, field trips, etc.
• **Statement of Civility**
Texas A&M University-Corpus Christi has a diverse student population that represents the population of the state. Our goal is to provide you with a high quality educational experience that is free from repression. You are responsible for following the rules of the university, city, state, and federal government. We expect that you will behave in a manner that is dignified, respectful and courteous to all people, regardless of sex, ethnic/racial origin, religious background, sexual orientation or disability. Behaviors that infringe on the rights of another individual will not be tolerated.

• **Deadline for Dropping a Course with a Grade of W (University)**
I hope that you never find it necessary to drop this or any other class. However, events can sometimes occur that make dropping a course necessary or wise. Please consult with your academic advisor, the Financial Aid Office, and me, before you decide to drop this course. Should dropping the course be the best course of action, you must initiate the process to drop the course by going to the Student Services Center and filling out a course drop form. Just stopping attendance and participation WILL NOT automatically result in your being dropped from the class. Please consult the Academic Calendar (http://www.tamucc.edu/academics/calendar/) for the last day to drop a course.

• **Grade Appeals (College of Science and Engineering)**
As stated in University Procedure 13.02.99.C0.03, Student Grade Appeal, a student who believes that he or she has not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given in the course. The burden of proof is upon the student to demonstrate the appropriateness of the appeal. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details, including the responsibilities of the parties involved in the process and the number of days allowed for completing the steps in the process, see University Procedure 13.02.99.C0.03, Student Grade Appeal. These documents are accessible through the University Rules website at http://academicaffairs.tamucc.edu/rules_procedures/, and the College of Science and Engineering Grade Appeals webpage at https://sci.tamucc.edu/student-information/grade-appeal.html. For assistance and/or guidance in the grade appeal process, students may contact the chair or director of the appropriate department or school, the Office of the College of Science and Engineering Dean, or the Office of the Provost.

• **Disability Services**
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please call (361) 825-5816 or visit Disability Services in Corpus Christi Hall 116.
If you are a returning veteran and are experiencing cognitive and/or physical access issues in the classroom or on campus, please contact the Disability Services office for assistance at (361) 825-5816.

http://disabilityservices.tamucc.edu/

- **Statement of Academic Continuity**
  In the event of an unforeseen adverse event, such as a major hurricane and classes could not be held on the campus of Texas A&M University–Corpus Christi; this course would continue through the use of Blackboard and/or email. In addition, the syllabus and class activities may be modified to allow continuation of the course. Ideally, University facilities (i.e., emails, web sites, and Blackboard) will be operational within two days of the closing of the physical campus. However, students need to make certain that the course instructor has a primary and a secondary means of contacting each student.

L. **OTHER INFORMATION**

- **Academic Advising**
  The College of Science & Engineering requires that students meet with an Academic Advisor as soon as they are ready to declare a major. The Academic Advisor will set up a degree plan, which must be signed by the student, a faculty mentor, and the department chair. Meetings are by appointment only; advisors do not take walk-ins. Please call or stop by the Advising Center to check availability and schedule an appointment. The College’s Academic Advising Center is located in Center for Instruction 350 or can be reached at (361) 825-3928.

**GENERAL DISCLAIMER**

I reserve the right to modify the information, schedule, assignments, deadlines, and course policies in this syllabus if and when necessary. I will announce such changes in a timely manner during regularly scheduled lecture periods.