

COURSE SYLLABUS

CS 157 –Game Development Today

Instructor:

Phone:

E-mail:

Class Hours/Credit Hours: 3/3

Semester:

Room:

Catalog Course Description

This class is an introduction to game development. Students will learn about game theory, what makes a good game, the game development life cycle, and what it is like to work in the industry. Topics include game industry terminology, game genres, history of the video game industry, current industry issues, economics of game development, intellectual property concerns, and discussion of core game factors such as game rules, artificial intelligence, physics, modeling, animation, and various third party tools used to create modern games. The class will include a team project to promote team cooperation and to introduce students to game design, involving development of a game “level” using a level editor.

Prerequisites:

None

Corequisites:

None

Entry Level Standards

TBD

Textbook/Materials

Introduction to Game Development. Second Edition. Rabin, Steve, Charles River Media, 2009.

I. PROGRAM AND COURSE STUDENT LEARNING OUTCOMES ASSESSED:

PSLO6: Demonstrate an understanding of the vocabulary of gaming and simulation.

CSLO1: Student will demonstrate understanding of key game theory concepts.

CSLO2: Student will demonstrate understanding of the different game genres in the current market, and their role in society.

CSLO3: Student will demonstrate understanding of game industry terminology and positions available in the industry.

CSLO4: Student will demonstrate understanding game programming concepts such as graphics, AI, physics, networking, tools.

CSLO5: Student will demonstrate understanding of game art concepts such as concept art, textures, modeling, animation, tools, including audio and visual.

CSLO5: Student will demonstrate understanding of game level design concepts.

PSLO7: Understand the importance of business game production and project management

CSLO6: Student will demonstrate understanding of the video game development life cycle.

CSLO7: Student will demonstrate understanding of the importance of marketing and the economics of the video game industry.

CSLO8: Student will demonstrate understanding of intellectual property and content regulation issues.

CSLO9: Student will demonstrate understanding of how to operate in a team environment (class project).

II. ASSESSMENTS

Reading/Written Assignments

Chapters 1-4: PSLO 6, CSLO 1-2-3

Chapters 5-7: PSLO 7, CSLO 4-5-6

Quizzes

Chapter Quizzes 1-4: PSLO 6, CSLO 1-2-3

Chapters 5-7: PSLO 7, CSLO 4-5-6

Exams

Midterm Exam: PSLO 6, CSLO 1-2-3

Final Exam: PSLO 6, CSLO 1-2-3, PSLO 7, CSLO 4-5-6

Group Project/Discussion Board

Students research issues on topics such as games and society, artificial intelligence, game production and project management, game industry roles and economics, intellectual property. PSLO 6, CSLO 1-2-3, PSLO 7, CSLO 4-5-6

III. ALIGNMENT OF ASSESSMENTS WITH, COURSE STUDENT LEARNING OUTCOMES:

CSLO1	CSLO2	CSLO3	CSLO4	CSLO5	CSLO6
Chapter Quizzes 1-4	Chapter Quizzes 1-4	Chapter Quizzes 1-4	Chapter Quizzes 5-7	Chapter Quizzes 5-7	Chapter Quizzes 5-7
Reading/Written Assignments	Reading/Written Assignments	Reading/Written Assignments	Reading/Written Assignments	Reading/Written Assignments	Reading/Written Assignments
Chapters 1-4	Chapters 1-4	Chapters 1-4	Chapters 5-7	Chapters 5-7	Chapters 5-7
Midterm Exam	Midterm Exam	Midterm Exam	Final Exam	Final Exam	Final Exam

IV. TOPICS

1. Week 1: Game theory – what makes a game?
2. Week 2: History of games, focus on video games
3. Week 3: Video games and society, what video games are used for, game genres
4. Week 4: Video game industry terminology and positions
5. Week 5: Game programming: rules, graphics, AI, physics, networking, tools
6. Week 6: Game art: concept art, textures, modeling, animation, tools
7. Week 7: Game level design: bringing together art and programming
8. Week 7: Start level design team project
9. Week 8: Audio visual elements of video games
10. Week 9: Video game industry life cycle
11. Week 10: The business and economy of video games, intellectual property and content regulation
12. Remaining weeks: focus on completing project and presentations

VI. ASSESSMENT WEIGHTS AND GRADING SCALE

Assessment Weights:

Exams	50% of grade.
Quizzes	10% of grade.
Assignments:	40% of grade

Grading Scale

90 - 100 = A
80 - 89 = B
70 - 79 = C
65 - 69 = D
Below 65 = F

VII. COURSE DELIVERY FORMATS

Faculty may require on-line activities and assignments to include on-line tests and submission of all written and on-line communications. The extent of on-line activities/assignments may vary by course but will be specified on the syllabus. *(Place the appropriate Format description into the syllabus)*

Standard Format – This format is the traditional format and may use an online format to provide access to “static” materials which include the syllabus, course material, contact information, and presentations. Faculty must make available when requested a copy of syllabus and any other instructor provided course materials, including their contact information. Faculty may require on-line activities and assignments to include online tests and submission of all written and on-line communications. The extent of on-line activities/assignments may vary by course but will be specified on the syllabus.

Hybrid Format – This format requires significant online activity. Students in hybrid classes must access course content and assessments using the Internet in order to pass the class, whether it meets full-time or part-time in the classroom. Faculty need not hand out a copy of the syllabus and any other required course material, including their contact information.

On-line Format – This format requires that the entire class be conducted online. The syllabus, course material, contact information, and presentations will be provided online through the course management system. Assessments may be conducted online or in a proctored environment.

VIII. COLLEGE POLICIES

This class is governed by the policies and procedures stated in the current Chattanooga State Student Handbook. Additional or more specific guidelines may apply.

ADA Statement

Students who have educational, psychological, and/or physical disabilities may be eligible for accommodations that provide equal access to educational programs and activities at Chattanooga State. These students should notify the instructor immediately, and should contact Disabilities Support Services within the first two weeks of the semester in order to discuss individual needs. The student must provide documentation of the disability so that reasonable accommodations can be requested in a timely manner. All students are expected to fulfill essential course requirements in order to receive a passing grade in a class, with or without reasonable accommodations.

Disruptive Students

The term “classroom disruption” means – student behavior that a reasonable person would view as substantially or repeatedly interfering with the activities of a class. A student who persists in disrupting a class will be directed by the faculty member to leave the classroom for the remainder of the class period. The student will be told the reason(s) for such action and given an opportunity to discuss the matter with the faculty member as soon as practical. The faculty member will promptly consult with the division dean and the college judicial officer. If a disruption is serious, and other reasonable measures have failed, the class may be adjourned, and the campus police summoned. Unauthorized use of any electronic device constitutes a disturbance. Also, if a student is concerned about the conduct of another student, he or she should please see the teacher, department head, or division dean.

Affirmative Action

Students who feel that he or she has not received equal access to educational programming should contact the college affirmative action officer.

Academic Integrity/Academic Honesty

In their academic activities, students are expected to maintain high standards of honesty and integrity. Academic dishonesty is prohibited. Such conduct includes, but is not limited to, an attempt by one or more students to use unauthorized information in the taking of an exam, to submit as one's own work, themes, reports, drawings, laboratory notes, computer programs, or other products prepared by another person, or to knowingly assist another student in obtaining or using unauthorized materials. Plagiarism, cheating, and other forms of academic dishonesty are prohibited. Students guilty of academic misconduct, either directly or indirectly through participation or assistance, are immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions, which may be imposed through the regular institutional

procedures as a result of academic misconduct, the instructor has the authority to assign an "F" or zero for an activity or to assign an "F" for the course.

Email Communication

Please note all communication with instructors about your course work should be through the eLearn Email system. For assistance on how to use the eLearn Email tool go to this url:

http://river.chattanoogaastate.edu/orientations/Student_PDFs/eLearn_eMail_aug09.pdf.

For all other communication the official email system used by the college is through Tiger Mail. This is accessible by clicking the blue paw icon from the top right hand side of your Tiger Web home page

<https://tigerweb.chattanoogaastate.edu/cp/home/displaylogin>.

The instructor reserves the right to modify this syllabus in writing during the course of the semester.

IX. INSTRUCTOR POLICIES

Instructor Absence

In the event of a scheduled instructor absence, a substitute instructor, as alternate out-of-class assignment, or a lab assignment appropriate to the class will be provided. In case of an emergency instructor absence, every effort will be made to provide an appropriate out-of-class assignment or lab.

Class Policies

- a. Students are expected to read each assigned chapter according to the schedule posted on eLearn (see Course Content module on eLearn).
- b. Homework assignments, which may require the use of computer and Internet skills, will be due **no later than** the due date posted on eLearn. The lowest assignment score will be dropped.
- c. All output from assignments should adhere to industry and scholastic standards with respect to grammar, language usage, spelling and format.
- d. Quizzes may be scheduled in class, or posted in the Assessments module on eLearn. Those available on eLearn **must be completed by due date** For classroom-based sections, quizzes scheduled in class may only be taken on that class date. **No makeup** quizzes will be given. The lowest quiz score will be dropped.
- e. Exams will be taken in the classroom on the scheduled date.
 1. **NO MAKEUP Exams** will be given.
 2. It is the student's responsibility to be in attendance and on time for scheduled exams.
- f. Each student must produce his or her own work, except in those cases where students have permission to work together, such as in group projects.
- g. All work must be submitted in electronic form using a format compatible with Microsoft, and posted to the **appropriate** Assessment, Discussion or Dropbox tool on eLearn. **Work submitted to an incorrect Discussion topic, or Dropbox, will NOT be graded.**
- h. Except where instructed otherwise, students will not email assignments to instructor. When email is requested, students will use the Email tool on eLearn.