



# PimaCommunityCollege

**GAM 101 / GAME DESIGN I / Credit Hours: 4.00 20931/ Spring 2019**

## **Instructor Information**

**Instructor Name:** Greg Loumeau

**Instructor Phone:** (520) 206-6904

**Instructor Email:** [gjloumeau@pima.edu](mailto:gjloumeau@pima.edu)

**Instructor Website:** <http://pima.dreamco.com>

**Office Location/Hours:** CG19, Hours: Weds. 12:45pm – 3:15pm

**Electronic office hours:** Mon. 10:15am - 12:45pm

**Department Chair or Dean Phone:** (520) 206-6690

## **Course Information**

**Course Description:** Textual analysis of game play. Includes history of games, defining play, use of rules, impact of games on culture, psychological impact of games, and working in the game industry.

Prerequisite(s): None

**Information:** Prerequisites may be waived with experience in computer graphics. See a Digital Arts faculty member for information.

**Expectation of coursework hours:** Students are expected to spend 2-3 hours outside of class for every hour they spend in class working on classroom assignments, projects, readings, etc. Your instructor and college counselors can assist in setting up a time-management plan to help you be successful in managing the course workload.

**Course Meeting Days/Time:** Tues., Thurs., 10:40am –12:30pm

**Course Delivery/Modality:** Web & Classroom

**Required Textbook:**

No textbook required. Instructor will provide links to reading material.

**Other Required Materials:** Flash drive or portable hard drive for storing files, earbud or other type of headphone

**Course Learning Outcomes:**

**Upon successful completion of the course, the student will be able to:**

1. Discuss the history of games, computers, and electronic games.
2. Describe the different types of play.
3. Describe the meaning and reasons for rules.
4. Discuss the impact of games on culture.
5. Discuss the psychological impact of games.
6. Discuss working in the game industry and the job categories.

## Grade and Instructor Policies

<b>Projects</b>			
In-class exercises, homework, report, form comments	1	Total points	250
Projects	3	Points for each	250
		Total points	1000
<b>Points</b>			
Points for "A" grade	900	Percentage	90%
Points for "B" grade	800	Percentage	80%
Points for "C" grade	700	Percentage	70%
Points for "D" grade	600	Percentage	60%
Points for "F" grade	599 or lower	Percentage	59% or lower

In addition to the three projects, students will be required to do the following:

- Do one presentation for the class (I'll explain more details in class)
- Do and turn in any in-class exercises assigned
- Do and turn in assigned homework
- Schedule time to go into the audio lab or classroom outside of class time to work on projects

### Project Presentations and Teams

Students will work in teams on some projects and present their work to the class as a team.

**Extra Credit Assignments:** Check with instructor for availability

## **Evaluation of Work**

Evaluation of your work is subjective, based on the instructor's experience in the field. Your work will be evaluated on the demonstration of following criteria:

- Fulfillment of goals outlined in the project description
- Following the specifications of the assignment
- Accuracy of the imaging techniques.
- Aesthetics
- Imagination and creativity.
- Your knowledge and facility of the current software
- The overall quality of work.
- Meeting deadlines.

## **Late Work**

Late work will have points deducted based on how long past the deadline it is turned in. The instructor, at his discretion, may deduct as much as one letter grade for every day the work is late.

## **Saving Work**

- Save all work no matter how insignificant it may
- Save your work frequently while you are working on it.
- Save your work to multiple disk

## Course Schedule

The instructor reserves the right to change the schedule  
in order to adjust it to the pace of the class.  
Please note that this schedule may be adjusted to reflect any school closures  
due to holidays.

Week	Description	Reading/Assign.	Due Dates
Week 1	Introduction, syllabus History of gaming	Individual: Make up rules for an existing game	<b>Due next week</b>
Week 2	Lecture: Mechanics, Dynamics, Aesthetics	Individual: Change the elements of an existing game to integrate a new aesthetic	<b>Due next week</b>
Week 3	Lecture: Ludemes and Ludology	Team: create a Game of Chance & Skill	<b>Due in three weeks</b>
Week 4	Lecture and Team development		
Week 5	Lecture and Team development		
Week 6	Playtest Game of Chance & Skill	Note: you will redo this game as your Final Project	<b>First version of Game of Chance &amp; Skill due</b>
Week 7	Lecture: Story Games (Narrative)	Team: create a Story Game	<b>Due in three weeks</b>
Week 8	Lecture: Puzzles, Team Development	Midterm: Individual: Puzzle Card Game	<b>Due next week</b>

Week 9	Lecture Team Development		
Week 10	Playtest Story Games		<b>Story Games due</b>
Week 11	Lecture: Reality Game Team Development	<b>Team: Reality Game</b>	<b>Due in three weeks</b>
Week 12	Lecture: Twine, adventure games, Team Development	Individual: Twine Game	<b>Due next week</b>
Week 13	Lecture Playtest Twine [ Ua Y Team Development		<b>Final board games due so they can be ordered online</b>
Week 14	Lecture Playtesting		<b>Reality game due</b>
Week 15	Lecture tabletop simulator Team Development	Bring one of your games into tabletop simulator	<b>Due in two weeks</b>
Week 16	Lecture Team Development		
Week 17	Lecture Playtest 2 games	Playtest Final Board Game	<b>Tabletop Simulator game due</b>

## **Electronic Devices Policy**

Mobile devices have become an increasing source of distraction in the classroom. Turn off cell phones when you enter class and remove earphones from your ears during the lecture. Do not surf the web during the lecture or go to social networking sites.

**Syllabus Receipt:** Please fill out and return the syllabus receipt you received with this syllabus, acknowledging that you have read and understood it.

## **Attendance Requirements/Active Participation**

A failure to participate as required may result in loss of financial aid and failure in the class. For every credit hour of your classes you should plan to spend approximately two to three hours outside of class studying each week. Attendance requirements (<https://www.pima.edu/programs-courses/credit-programs-degrees/attendance.html>)

### **Course-specific attendance and participation:**

#### **Attendance**

Class attendance is mandatory. The only exceptions are for illness or emergency. Please inform the instructor if you are unable to attend either by phone or e-mail. Five points may be deducted from your final grade for each unexcused absence. If you miss more than three classes for any reason, you may be dropped from the class.

#### **Missed Classes**

If you miss a class, it is your responsibility to make up work missed during your absence. Write the contact information of at least two other students in the class so that if you cannot attend a class, you can obtain the notes assignments or other materials that you missed. Check the website for assignments and postings.

#### **Late Arrival**

Don't be late to class. The lecture begins promptly at the beginning of class. If you are late for class, you will miss valuable information. Three unexcused late arrivals is equal to one unexcused absence.

#### **Key Dates**

For class add, drop, and withdrawal dates, go to the "My Schedule" section of MyPima, found on the Students > Academics MyPima page. Additional semester Key Dates and Deadlines (<https://www.pima.edu/calendars/key-dates-and-deadlines/index.html>) are on the Calendar link at the top of PCC webpages.

## **Student Resources and Policies**

**Student resources:** tutoring, libraries, computer commons, advising, code of conduct, complaint process. Student resources\_ (<https://www.pima.edu/current-students/index.html>)

**Student policies:** plagiarism, use of copyright materials, financial aid benefits, ADA information, FERPA, and mandatory reporting laws at: Policies [www.pima.edu/syllabusresources](http://www.pima.edu/syllabusresources)