



Course Information

Course Title	Introduction to Game Design and Development
Course Prefix, Num. and Title	GAME 1303 - Introduction to Game Design and Development
Division	Business and Computer Science
Department	Computer Science
Course Type	WECM Course
Course Catalog Description	Introduction to electronic game development and game development careers. Includes examination of history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry.
Pre-Requisites	None
Co-Requisites	None

Semester Credit Hours

Total Semester Credit Hours (SCH): Lecture Hours:	3:2:2
Lab/Other Hours	
Equated Pay Hours	3
Lab/Other Hours Breakdown: Lab Hours	2
Lab/Other Hours Breakdown: Clinical Hours	0
Lab/Other Hours Breakdown: Practicum Hours	0
Other Hours Breakdown	0

Approval Signatures

Title	Signature	Date
Prepared by:		
Department Head:		
Division Chair:		
Dean/VPI:		
Approved by CIR:		

Additional Course Information

Topical Outline: Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, and clinical or other non-lecture instruction).

Storytelling
Video Game Story Structure
Game Story Theory
Building Characters
The Steps of a Game Concept High Level
Design Getting Down to Business
Careers in the Gaming Industry

Course Learning Outcomes:

Learning Outcomes	Methods of Assessment
Upon successful completion of this course, students will: Describe the history and evolution of video and computer games and game genres; identify the phases and processes involved in developing a computer game; design a simple computer game from initial concept to final design document; and describe current trends in the game industry with regards to hiring practices, working conditions.	All outcomes will be assessed by one or more of the following: Assignments Presentations Projects Tests, and quizzes Final Exam

Required text(s), optional text(s) and/or materials to be supplied by the student:

- Creating Games Mechanics, content, and Technology by McGuire and Jenkins ISBN978-156881-305-9
- USB drive
- High-speed internet connection

Suggested Course Maximum:

24 Sugar Land
20 Fort Bend Tech Center

List any specific or physical requirements beyond a typical classroom required to teach the course.

Computer for each student

Course Requirements/Grading System: Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course.

20-40% Team Grade
20-40% Homework
20-40% Midterm Exam
20-40% Final Exam
0-20% Attendance & Participation

Grading System

100 -90 = A
89 - 80 = B
79 - 70 = C
69 - 60 = D
below = F

Curriculum Checklist:

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
 - Critical Thinking
 - Communication
 - Empirical & Quantitative Skills
 - Teamwork
 - Social Responsibility
 - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist