



Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Course Title - Introduction to Game Design and Development

Course Prefix and Number - GAME 1303

Department – Computer Science

Division – Technology & Business

Course Type: (check one)

- Academic General Education Course (from ACGM – but not in WCJC Core)
- Academic WCJC Core Course
- WECM course (This course is a Special Topics or Unique Needs Course: Y or N)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

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.

Prerequisites/Co-requisites – None

List Lab/ Other Hours
Lab Hours 2
Clinical Hours 0
Practicum Hours 0
Other (list) 0

Prepared by: Donna Schilling

Date: 07/08/2015

Reviewed by Department Head: Donna Schilling

Date: 7-08-2015

Accuracy verified by Division Chair: David Kucera

Date: 8/12/15

Approved by Dean or Vice President of Instruction: Leigh Ann Collins

Date: 12-18-15



I. Topical Outline – I. Topical Outline – Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, 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

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>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, etc.</p>	<p>All outcomes will be assessed by one or more of the following:</p> <ul style="list-style-type: none"> Assignments Presentations Projects Tests, and quizzes Final Exam

III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

- Creating Games Mechanics, content, and Technology by McGuire and Jenkins ISBN978-1-56881-305-9
- USB drive
- High-speed Internet Connection

IV. Suggested Course Maximum –

24 Sugar Land
20 Fort Bend Tech Center

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

- Computer for each student

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

Course Requirements		<i>Grading System –</i>	
Team Assignments	20-40%	100 -90	= A
Homework	20-40%	89 - 80	= B
Final Exam	20-40%	79 - 70	= C
Midterm Exam	20-40%	69 - 60	= D
Attendance & Participation	0-20%	and below	= F

VII. Curriculum Checklist

- **Academic General Education Course** (from ACGM – but not in WCJC Core)
No additional documentation needed
- **Academic WCJC Core Course**
Attach the Core Curriculum Checklist, including the following:
 - Basic Intellectual Competencies
 - Perspectives
 - Exemplary Educational Objectives
- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.