MINNESOTA SCHOOL OF BUSINESS
GLOBE COLLEGE
TECHNICAL COURSE SYLLABUS

COURSE NUMBER: **GD150**   COURSE TITLE: GAME INTERFACE DESIGN &
                                                              THEORY
COURSE LENGTH: 12 WEEKS   CREDIT HOURS: 3
PREREQUISITES: GD100   CONTACT HOURS: 40 (LECTURE 20/ LAB 20)

TEXT: GAME DESIGN PERSPECTIVES, Francois Dominic Laramee, 2002, Charles River Media,
       ISBN: 1-58450-090-5

COURSE DESCRIPTION: This course will teach students the details of structured game interface design and game theory. The areas of study will include design issues for a variety of genres and platforms, user interfaces, and game design documents. The course will also cover game balancing techniques, game structure and game mechanics.

OBJECTIVES: Upon completion of this course, the student will be able to:

1. Examine the design principles underlying games.
2. To analyze operations and terminology involved in designing a game.
3. Demonstrate the use of design documents.
4. Evaluate the pre-production, production, post-production process of creating a game.
5. Examine the use of modular game design.
6. Analyze prototypes, playtesting, and level design.
7. Analyze the trade-offs of game design and game genres.
8. Effectively present game interface and game theory concepts.
9. Identify and discuss the team positions for implementing a game.
10. Gain an understanding of prototyping a game using development tools.

COURSE OUTLINE:

Topics & Class Activities	**Required Reading**

Week 1
Creating an Effective Design Document   Chapter 1
       Writing treatments   Sections 1.0-1.5
       Online Design Documents
       Writing the Adventure Game
       Playtesting

Week 2
Game Design Theory   Chapter 2
       World Building   Sections 2.0-2.7
       Game Balancing
       Game Mechanics
       Meta-Game

Week 3
Game Design Theory   Chapter 2
       Trade-Offs of Game Design   Sections 2.8-2.12
       Pacing in Action Games
       Licensed Properties
       Warning Signs of Faulty Game Design
       Level Design

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Topics & Class Activities	Required Reading

Week 4
User Interfaces   Chapter 3
     Six Principles of User Interaction   Sections 3.0-3.5
     User Interfaces for 3D Games
     The Game Save

Week 5
Genres and Platforms   Chapter 4
     Turn-Based Game Design   Sections 4.0-4.4
     Wireless Game Design
     Game Play for Interactive Television
     Memory-Friendly Design for Small Platforms

Week 6
Genres and Platforms   Chapter 4
     Online Interaction Patterns   Sections 4.5-4.7
     Special Issues in Multiplayer Game Design
     Online Persistence

Week 7
Characters and Storytelling   Chapter 5
Storytelling in Games   Sections 5.0-5.4
Show and Tell
Comedy in Games
Storytelling in Level-Based Game Design

Week 8
The User Community   Chapter 6
Know your Audience   Sections 6.0-6.3
Character Interaction

Week 9
The User Community   Chapter 6
Utilizing the Consumer   Sections 6.4-6.6
Sequel Games
Games for Young Children

Week 10
Managing a Game Development Business   Chapter 7
Building a Development Team   Sections 7.0-7.4
Publishers
Contracts

Week 11   Chapter 7
Motivation   Sections 7.5-7.8
Managing Teams
Total Quality Control in Game Development
Focus Groups

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Week 12
Presentation of Design Documents
Presentation of Prototype
Final Exam

INSTRUCTIONAL METHODS: Class sessions will consist of instructor lectures, demonstrations, critique sessions, process and planning exercises, and assignments. Students will be assigned reading from required texts and instructor provided handouts. Classes will consist of 10 hours of lecture. Students should expect research, writing and presentation assignments.

EVALUATION METHODS:

Grades are an indicator of overall performance, achievement and participation. Students are responsible for completing all course requirements on time to receive credit. Final projects will be presented during finals week.

Written projects / reports   300
Testing   200
Final Project   300
Attendance and Participation 200

The final grade for the course is based on an accumulation of points in each of the above areas and weighted accordingly. A total of 1000 points are possible. These points are based on the following percentages:

100-90%   A
 89-80%   B
 79-70%   C
 69-60%   D
 59% and lower   N/C

SUPPLIES REQUIRED:
                 Notebook
                 Presentation Materials (3-ring binders)
                 Pens or pencils