

CIS 74.79 Course Outline as of Spring 2010**CATALOG INFORMATION**

Dept and Nbr: CIS 74.79 Title: GAME DESIGN PRODUCTION

Full Title: Video and Serious Game Design Production

Last Reviewed: 2/9/2009

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	17.5	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

This is the capstone course in each of the Video and Serious Game Design certificate programs. Students will be assigned to a team to develop a video game or a serious game (a game used for training purposes) that will demonstrate course competencies. Each team will have a representative from each of the disciplines- Programming for Video and Serious Games, 3-D Animation and Video Game Art, and Digital Media Audio Production. The team will define the project, design the game, schedule the required work, and test and deliver the game on the committed schedule. The output of the project will be the property of the students.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:**

Student must have completed all required course work in either the Programming for Video and Serious Games certificate, the 3-D Animation and Video and Serious Games Art certificate, or the Digital Media Audio Production certificate.

Schedule of Classes Information:

Description: This is the capstone course in each of the Video and Serious Game Design certificate programs. Students will be assigned to a team to develop a video game or a serious game (a game used for training purposes) that will serve to demonstrate course competencies. Each team will have a representative from each of the disciplines- Programming for Video and Serious Games, 3-D Animation and Video Game Art, and Digital Media Audio Production. The team will define the project, design the game, schedule the required work, and test and deliver the game on the committed schedule. The output of the project will be the property of the students. (Grade Only)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment: Student must have completed all required course work in either the Programming for Video and Serious Games certificate, the 3-D Animation and Video and Serious Games Art certificate, or the Digital Media Audio Production certificate.

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, students will be able to:

1. Work effectively as a member of a multi-discipline team
2. Analyze a target audience for a video game/serious game project
3. Develop a project plan to deliver concept
4. Prepare and coordinate plans and budgets for video game/serious game projects
5. Create and present a video game/serious game prototype using video, audio, and image.
6. Determine delivery platform considerations, milestones, and limitations
7. Communicate effectively within the team
8. Meet committed schedules and deliverables
9. Demonstrate leadership in a variety of team roles
10. Analyze and evaluate projects and the team process

Topics and Scope:

1. Goals and objectives of creating and designing a video game/serious game
 - a. Delivering the message

- b. Determining target audience
- c. Assessing delivery methods
- d. Considering file size limitations and requirements
- 2. Defining the project
 - a. Game concept
 - b. Type of graphics best suited to game concept
 - c. Assessing game concept implementation issues (programming, art, audio)
 - d. Number type and goal for each level in the game
 - e. Opening and reward sequences
 - f. Creating a comprehensive game design document
- 3. Plan coordination
 - a. Working effectively in a multi-discipline team
 - b. Establishing effective working relationship parameters
 - c. Creating storyboards, timeline and milestones
- 4. Determine delivery platform considerations and limitations
 - a. Considering platform specifications and limitations
 - b. Defining processor speed limitations
 - c. Analysis of statistics determining typical and atypical user interfaces
- 5. Applying consistent design conventions
- 6. Developing interactive Digital Media modules using editing software for:
 - a. Audio
 - b. Video
 - c. Images
 - d. Animation
- 7. Testing and delivering the game on a committed schedule
- 8. Analyzing and evaluating projects and the team process
- 9. Project management issues
 - a. Determining client needs (serious game) or develop an idea for a video game
 - b. Structuring realistic timelines
 - c. Analyzing and working within typical budgetary limitations
 - d. Anticipating and communicating cost overrun possibilities to the client
 - e. Writing a project proposal

Assignment:

- 1. Write a comprehensive game design document for a video game/serious game project, including objectives, timeline, outline of content, and a storyboard for the final project.
- 2. Produce the media needed for the project, including backgrounds and color schemes; capture, edit, and manipulate sound, still pictures, video, and animation.
- 3. Test the game and write a summary (1-2 pages) detailing findings and adjustments needed.
- 4. Progress presentations for milestone reviews (4-5).
- 5. Complete a video game/serious game project including: meeting deadlines, utilizing organizational and time management skills.
- 6. Read 30-50 pages per week.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Game test summary.	Writing 5 - 10%
Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.	
Game design document.	Problem solving 20 - 30%
Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.	
Produce media. Progress presentations. Video/serious game project.	Skill Demonstrations 50 - 70%
Exams: All forms of formal testing, other than skill performance exams.	
None	Exams 0 - 0%
Other: Includes any assessment tools that do not logically fit into the above categories.	
Teamwork.	Other Category 5 - 10%

Representative Textbooks and Materials:
 Instructor prepared materials