

# SYLLABUS

## GAME DESIGN

Kevin Cancienne

### Assignments and Grading

Assignment	% of Grade
Attendance/Participation (including in-class projects).....	15
Game Analysis/Presentation.....	15
2 Game Design Projects.....	40
1 Final Game Design Project.....	30

## Assignment Descriptions

### Attendance/Participation

You will be graded on your attendance and your contribution to class discussions and in-class exercises. Please arrive on time. Repeated lateness will count against your attendance/participation grade. Occasionally there will be assigned readings. Not completing the assigned readings will count against your attendance/participation grade.

### Game Analysis and Presentation

You will choose one game to play and study in-depth. You will write a 3 – 5 page paper analyzing the game, and then bring the game in and present it to the class for discussion. Note: it is not sufficient to provide an in-depth *description* of the game, you must provide some specific analysis of the game. This might take the form of a detailed evaluation of the game's formal structure and an exploration of its strategic depth or a critical look at the game's theme and narrative content or an analysis of the game's player community or some other aspect of its cultural context. In any event, the purpose of this assignment is to gain genuine critical insight into a *specific* aspect of the game that is being analyzed.

### Game Project 1: Traditional Game

You will work in randomly assigned groups of 3 to 5 to create a game using traditional game materials such as cards, dice, or a board and pieces. The focus of this assignment will be on the formal structure of the game. Each group will be assigned a particular formal constraint to use as a starting point for the design process.

### Game Project 2: Social Game

You will work in randomly assigned groups of 3 to 5 to create a game that explores a particular relationship between the players or produces a certain emotional or psychological effect. In this assignment you will build on the formal lessons learned from Project 1 while expanding your focus to include aspects such as game theme, narrative content, and/or the social interaction between players. Each group will be assigned a particular social or emotional constraint to use as a starting point for the design process.

### Final Project

You will work in self-selected groups of any size to create a game of any type. In this assignment you will build on your experience to create a game that is more ambitious scope, originality, innovation, or level of execution.

## Assignment Schedule

### Week 1

Introduction to Class

In-Class Project : Found Object Exercise

**Game Analysis/Presentations assigned**

### Week 2

Playing to understand - introduction to game analysis and critique

**Game Project 1: Traditional Game** – groups assigned, begin concept development

### Week 3

In-Class Project : Tic-Tac-Toe Exercise

Game Project 1 – final concept due

### Week 4

Game Project 1 – prototype due, playtesting

### Week 5

Game Project 1 – continue playtesting

### Week 6

Game Project 1 – final game due, presentations and class critique

**Game Project 2: Social Game** – groups assigned, begin concept development

### Week 7

In-Class Project : RFP Exercise

Game Project 2 – prototype due

### Week 8

Game Project 2 – playtesting

### Week 9

Game Project 2 – final game due, presentations and class critique

**Final Project** – groups assigned, begin concept development

### Week 10

In-Class Project : MMPG Exercise

Final Project – continue concept development, begin prototyping

### Week 11

Final Project – prototype due

### Week 12

Final Project – playtesting

### Week 13

Final Project – playtesting

### Week 14

Final Project – final game due, presentations and class critique