Subject:	GPM
Course Number:	100
Descriptive Title:	Introduction to Game Design and Development
Division:	Library and Learning Resources
Department:	Games & Playable Media
Course Disciplines:	Games and Playable Media
Catalog Description:	Introduction to Game Design and Development is a survey course that covers fundamental practical, theoretical, and historical aspects of video games and the game development industry. Students will learn essential concepts used by people who work in and around the design and development of games, gain a basic orientation to how video games and esports have emerged as cultural forms, and learn about the fundamental practices of game development in both AAA and independent game studios.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	3
Hours Laboratory (per week):	0
Outside Study Hours:	6
Total Course Hours:	54
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, non degree applicable
Transfer CSU:	No
Effective Date:	
Transfer UC:	No
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	

Other:	
Student Learning Outcomes:	**SLO #1** Students will be able to describe the fundamental characteristics of games as an expressive medium, as commercial products, and as platforms for casual and competitive play. **SLO #2** Students will be able to explain how the game design and development process takes place. **SLO #3** Students will be able to articulate basic theoretical concepts about games, design, and play based on historical and contemporary academic and journalistic works.
Course Objectives:	1. Describe analog and digital games in terms of rules, verbs, and mechanics. 2. Critically analyze games through the lenses of play, design, and culture. 3. Evaluate games and other playable media in terms of their affordances and constraints as playful and gameful designed experiences. 4. Explain game development processes including different stages of design and development and the conditions that attend video game production in different settings. 5. Identify and interpret changes in the design and development of games over time through social, cultural, and technological frameworks of analysis.
Major Topics:	**I. Understanding Games and Play (4 hours, lecture)** A. A brief history of play B. Games as designed experiences C. Games as a form of creative expression **II. Playfulness and Gamefulness (4 hours, lecture)** A. Sociological perspectives on human play B. Evolutionary perspectives on play as a behavior C Ludic definitions of games and play D. Exploring games as a subset of playful activities **III. Terminology for Game Design & Analysis (4 hours, lecture)** A. Understanding games as sets of rules B. Game verbs and player verbs

C Game mechanics, dynamics, and aesthetics

IV. Exploring Analog Games Part 1 (3 hours, lecture)

    A. Sports, Tabletop, and other categorizations

    B. Ancient games

    C. Classic games

V. Exploring Analog Games Part 2 (4 hours, lecture)

    A. Dungeons & Dragons and the rise of Tabletop Roleplaying games

    B. Eurogames and the development of the modern tabletop games

    C. Modern athletic sports as games

VI. Video Games Between 1950 and 1994 (4 hours, lecture)

    A. Early video games

    B. The rise and fall of arcades

    C. Games for early home computers

    D. First through fourth generation video game consoles

VII. Video Games Between 1994 and 2005 (3 hours, lecture)

    A. Advances in games on personal computers

    B. Fifth and sixth generation video game consoles

    C. Flash and the era of web games

VIII. Video Games Between 2006 and the Present (4 hours, lecture)

    A. Console wars through the contemporary era

    B. Digital distribution platforms

    C. Smartphones and tablets as new platforms

IX. Games through the Lens of Genre (4 hours, lecture)

    A. How game mechanics inform video game genre

    B. Examples of genre classification systems

    C. Using genre as a tool for talking about games

X. The Anatomy of Game Development Teams (4 hours, lecture)

    A. Key roles in game design and development

    B. Game design team member dynamics

    C. How the design team roles work in agile and waterfall development processes

XI. Outline of the Game Development Process (4 hours, lecture)

    A. Documenting ideas

    B. What is a prototype?

    C. Early development and alpha testing

    D. Differentiating between beta and gold

XII. Games and Commercial Markets (3 hours, lecture)

    A. The development of the video game market over time

    B. Games as competitors in the entertainment market

    C. Understanding the national and global markets for video games

XII. Problematizing Game Development Practices (3 hours, lecture)

    A. Crunch driven development and its costs

    B. Monopolization trends in game publishing

    C. Strategies for sustainable game development

XIIII. Esports and Streaming (3 hours, lecture)

    A. Games as Spectator Activities

    B. YouTube, Twitch, and Charity Gaming

    C. The Esports Landscape

XV. Games Outside of the Entertainment Space (3 hours, lecture)

    A. From edutainment to learning games

    B. Advergaming

    C. Social impact games

    D. Gamification

Total Lecture Hours:	54
Total Laboratory Hours:	0
Total Hours:	54
Primary Method of Evaluation:	1) Substantial writing assignments
Typical Assignment Using Primary Method of Evaluation:	Students will choose an analog or digital game and conduct a thorough analysis of the game. Their analysis will include a description and deconstruction of how the game is played using appropriate game design terminology, documentation of the context in which the game was released and how it was received, and a critique of ways in which the game succeeds or fails as both a gameful and playful experience. Students will present their analysis in the form of a paper, a recorded presentation, or in another format proposed to and approved by the instructor.
Critical Thinking Assignment 1:	Throughout the course, students will keep a game play journal. Each week students will journal their experiences playing games that are assigned to the class as well as games they choose to play individually. Journal entries must include analysis of the play experience and the game using game design and game studies terminology.
Critical Thinking Assignment 2:	Students will be given short game design puzzles. They will work in small groups in class to examine the design puzzles and discuss different approaches for solving the puzzles in groups. Puzzles will conclude with whole class discussions exploring the potential solutions and the purpose of the puzzle within the context of the course.
Other Evaluation Methods:	Journal kept throughout course, Other (specify), Presentation, Written Homework
If Other:	Design puzzles, short form video and/or audio recordings
Instructional Methods:	Discussion, Group Activities, Lecture, Multimedia presentations, Other (specify)
If other:	Playing games on-campus at Warrior Esports Center
Work Outside of Class:	Journal (done on a continuing basis throughout the semester), Observation of or participation in an activity related to course content (such as theatre event, museum, concert, debate, meeting), Required reading, Study, Written work (such as essay/composition/report/analysis/research)
If Other:	
Up-To-Date Representative Texts:	Mayra, Frans. An Introduction to Game Studies. SAGE Publications Ltd. 2008. (Discipline Standard) Bogost, Ian. How To Do Things with Videogames. University of Minnesota Press. 2011. (Discipine Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	Games available free online and/or at the center on-campus including but not limited to: Portal, 2007, Valve Corporation (Discipline Standard) Game Dev Story, 2010, Kairosoft (Discipline Standard) Tetris, 1985, Alexey Pajitnov (Discipline Standard)
Requisite	

Category	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Moses Wolfenstein
Date:	11/20/2023
Original Board Approval Date:	04/15/2024
Effective Term:	FALL 2024