Subject:	GPM
Course Number:	110
Descriptive Title:	Game Design Fundamentals
Division:	Library and Learning Resources
Department:	Games & Playable Media
Course Disciplines:	Games and Playable Media
Catalog Description:	Game Design Fundamentals introduces students to the essential practices and principles of design that support development of both video and analog games. Students practice the early stages of video game development as they work in cross functional teams to design and develop playable game prototypes, and then develop and execute prototype testing plans and participate in peer critique.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	pending
Transfer UC:	Yes
Effective Date:	pending
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	

Student Learning Outcomes:	Upon completion of this course, students will be able to: 1. analyze and critique games through different game design lenses 2. create engaging game prototypes based on sets of constraints 3. playtest to evaluate games they create as part of the iterative game design process.
Course Objectives:	1. Design game prototypes using industry practices and language. 2. Create basic documentation for creating and communicating the design of games in order to pitch and develop them. 3. Give and accept criticisms of game design concepts. 4. Compare and contrast different elements of game design and the affordances and constraints they offer for creating play experiences.

Major Topics:	I. **Narrative in Game Design (10 hours, lecture)**
	    A. The MDA Framework
	    B. Game Design with Linking
	    C. Interactive Fiction
	    D. Narrative Theory for Games
	    E. One Page Documentation
	    F. Playtesting
	II. **Resources in Game Design (12 hours, lecture)**
	    A. Loops
	    B. Pitch Documentation
	    C. Working in Design Teams for Analog Development
	    D. Game Systems
	    E. Analog Game Design Principles
	    F. Quantified Game Elements and Resource Analysis
	    G. Player Motivation
	    H. Player Documentation
	III. **2D Game Design Through Graphical Representation (14 hours, lecture)**
	    A. Game Logic
	    B. Working in Design Teams for Digital Development
	    C. Code and Scripts as Design Tools
	    D. Representing Affordances and Constraints
	    E. Representation of Space in 2D Games
	    F. Flow State and Related Methods of Evaluating Player Engagement
	    G. Scoping for Prototype Development
	    H. Technical Documentation
	
	IV. **Designing an Interactive Fiction Game Prototype (15 hours, lab)**
	
	    A. Story Driven Game Idea Development
	    B. Interactive Fiction Game Engine Basics
	    C. Using Links as a Primary Game Mechanic
	    D. Interactive Fiction Game Development
	    E. Interactive Fiction Game Playtesting
	    F. Interactive Fiction Game Critique
	
	V. **Tabletop Game Prototype Design & Development (18 hours, lab)**
	
	    A. Resource Based Tabletop Game Ideation and Pitch

B. Tabletop Game Design Iterative Design Process
C. Tabletop Game Refinement and Documentation
D. Tabletop Game Playtesting
E. Tabletop Game Critique

VI. Basic 2D Video Game Design & Development (21 hours, lab)

A. Basic 2D Video Game Ideation and Pitch
B. Video Game Development Team Roles
C. Video Game Prototyping
D. Video Game Engine Basics
E. User Input and System Interaction
F. Asset Management Basics
G. Video Game Engine Template Use
H. Video Game Documentation in Process
I. Video Game Design Iterative Process

J. Video Game Playtesting
K. Video Game Critique

Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	In this second major course project you will work in teams to design and develop an analog game. First you will develop an idea for a tabletop game in which the primary game mechanics involve the representation and use of resources. As per lecture and course materials on this topic, you can interpret resources in literal or metaphorical terms thematically, but mechanically the game should center around resource management. Next you will pitch and vote on the ideas generated by the class. We will form small design teams to work on the most popular ideas. You will then work in those teams in and outside of class to design, develop, test, peer critique, and iterate playable prototypes of your games.
Critical Thinking Assignment 1:	Choose one power-up element in a popular 2D or 3D video game and devise a replacement for that power-up that works within the existing game design to maintain balance challenge and enjoyment.
Critical Thinking Assignment 2:	Maintain a play journal where you evaluate games as a game designer. Your weekly entries should analyze games in design terminology introduced to you throughout this course rather than looking at the games from the player's perspective. You can address aspects of design including but not limited to how the game onboards the player into the play experience, how different game mechanics work in order to realize the game's dynamics, and what aspects of the games loop work to effectively reduce or increase friction to optmize player engagement.
Other Evaluation Methods:	Journal kept throughout course, Other (specify)
If Other:	Completion of an individual game design project, completion of collaborative game design projects, Completion of game design puzzles, Participation in playtest activities, Participation in critique activities

Instructional Methods:	Group Activities, Lab, Lecture
If other:	
Work Outside of Class:	Journal (done on a continuing basis throughout the semester), Problem solving activity, Required reading, Skill practice, Written work (such as essay/composition/report/analysis/research)
If Other:	
Up-To-Date Representative Texts:	Fullerton, Tracy. Game Design Workshop: A Playcentric Approach to Creating Innovative Games, third edition, A K Peters/CRC Press, 2023. Schell, Jesse. The Art of Game Design: A Book of Lenses, third edition, A K Peters/CRC Press, 2019.
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite Category	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
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Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). if applicable	
Enrollment Limitations and Category:	

Enrollment Limitations Impact:	
Course Created by:	Moses Wolfenstein
Date:	11/28/2023
Original Board Approval Date:	04/15/2024
Effective Term:	FALL 2024