



Course Syllabus

**Introduction to Game Design and Development
GAME1303**

Course Description: Introduction to electronic game development and game development careers. Includes examination of history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry.

Semester Hours Credit: 3

Lecture Lab Hours 2/4

Prerequisite: none

Text: GAME MAKER'S APPRENTICE-W/CD

Author HABGOOD

ISBN 9781590596159

Course Learning Outcomes:

Upon successful completion of the course the student will:

1. Describe the history and evolution of video and computer games and game genres.
2. Identify the phases and processes involved in developing a computer game.
3. Design a simple computer game from initial concept to final design document.
4. Describe current trends in the game industry with regards to hiring practices, working conditions.

Evaluation Methods:

1. Tests
2. Projects
3. Lab work
4. Attendance

Student Learning Outcome:

Empirical and Quantitative Skills: Students will utilize Empirical and Quantitative skills by displaying the use of manipulation and analysis of numerical data, by creating objects in a computer game that move or are manipulated, based on mathematical calculations. Assessment for this SLO will be conducted through Instructor evaluation of Chapter 4 assignment. The target for this SLO will be 90% of the class will pass Chapter 4 assignment with a 70% or better grade.

ADA Statement: No qualified individual with a disability shall, by reason of such disability, be excluded from participation in or be denied the benefits of the services, programs, or activities of the College District, or be subjected to discrimination by the College District. Nor shall the College District exclude or otherwise deny equal services, programs, or activities to an individual because of the known disability of an individual with whom the individual is known to have a relationship or association. 42 U.S.C. 12132; 28 CFR 35.130(g).

See at: GL (Legal)

Special Needs Services: Students with special needs, including physical and learning disabilities, who wish to request accommodations in this course should contact the Student Development Office as soon as possible to make arrangements; this should occur no later than the second week of class or as soon as the student has the documentation on the disability and requested accommodation per a certified medical or psychological professional. In accordance with federal law, a student requesting accommodations must provide documentation of disability to the Student Development Advisor.

For more information, contact: in Alice at sdalice@coastalbend.edu; Beeville at sdbeeville@coastalbend.edu; Kingsville at sdkingsville@coastalbend.edu; and Pleasanton at sdpleasanton@coastalbend.edu.

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See at: FLB (Local) and FM (Local).

See the Student Handbook for further explanation of Scholastic Dishonesty.

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