

COSC 1324-48F Introduction to Computer Game Development (Online)

Semester: Fall 2017
Time: Online course
Building/Room: Online course
Instructor: Dr. Tim Roden
Office: Maes 96
E-mail: Tim.Roden@lamar.edu (Preferred contact method)
Phone: 409-880-2179
Campus Office Hours: T 9:30-12:45, F 11:15-12:30, or by appointment
Virtual Office Hours: Students in online courses may email the instructor anytime. The instructor will answer all email received Monday through Friday within one day (usually the same day). For email received during weekends, the instructor will respond by the following Monday.

Description

This course is an introduction to computer game development. Topics include historical context, content creation methods, industry trends, production and game testing. The course will cover how to use specific content creation software. The computer game industry is the fastest growing segment of the entertainment market and an excellent field for career advancement.

Prerequisite None

Required Text

Jeannie Novak. (2011). *Game Development Essentials: An Introduction*, 3rd Edition, Cengage Learning. ISBN-13: 978-1111307653.

A Kindle edition is also available.

Grading

Projects (3) 30% (10% each)

Assignments 40%

Exams (2) 30% (15% each)

Final semester grade: A=90%, B=80%, C=70%, D=60%, F=below 60% (Exception: see Academic Honor Code)

Grades will typically be posted within one week of the deadline of an assignment or exam. You may view your posted grades in Blackboard.

Assignments

Assignments are due on the designated due date. Late assignments will be penalized 20%. Assignments will not be accepted later than 3 calendar days after the due date. Assignments will be submitted through Blackboard-hosted email. In the case of any Blackboard outages, assignments can be emailed to the instructor at Tim.Roden@lamar.edu. However, when using this method, students must use the Lamar email software (do not send from another email tool such as Gmail, etc.). Assignments are considered late if they are submitted after midnight on the due date.

Exams

A midterm exam will be given near the middle of the semester. A final exam will be given during final exam week on Thursday, December 3. There are no makeup exams. If the midterm is missed, the final exam will count 30% of the semester grade to make up for the missed exam. The final exam must be taken on its assigned date and time.

Attendance Policy

Weekly work and instructions will be posted each Monday by 8 a.m. However, it is recommended that students log in to Blackboard daily and check for any announcements or other posted material.

The Campus Closure Policy

In the event of an announced campus closure in excess of four days due to a hurricane or other disaster, students are expected to login to Lamar University website's homepage (www.lamar.edu) for instructions about continuing courses remotely.

Academic Honor Code

Students are encouraged to study together and brainstorm about assignments. However, all work turned in on assignments and exams must be done individually. Copying work from another student or allowing your work to be copied by someone else is considered a breach of academic honesty. Students are expected to observe university and departmental policies regarding academic honesty (see <http://www.cs.lamar.edu/departments/honesty.php>). Any breach of these policies may result in a grade of 'F' for an assignment, up to and including a grade of 'F' for the entire course.

No student will receive a grade of 'A' under any circumstances if any academic honesty policy has been violated regardless of the points accumulated in the course.

Academic Accommodations

Lamar University is committed to providing equitable access to learning opportunities for all students. The Disability Resource Center (DRC) is located in the Communications building room 105. Office staff coordinates with students who have disabilities to provide and/or arrange reasonable accommodations.

If you have, or think you may have, a disability (e.g., mental health, attentional, learning, chronic health, sensory, or physical), please contact the DRC at 409-880-8347 or drc@lamar.edu to arrange a confidential appointment with the Director of the DRC to explore possible options regarding equitable access and reasonable accommodations.

If you are registered with DRC and have a current letter requesting reasonable accommodations, please contact the instructor early in the semester to review how the accommodations will be applied in the course.

IT Support

The Lamar IT Department offers support for a variety of computing-related issues. See their website at: <http://students.lamar.edu/it-services-and-support/index.html>

Drop Dates

See the Academic Calendar, <http://events.lamar.edu/index.html>

Student Learning Outcomes

- Upon completion of this course students should be able to:
- Discuss the history of electronic game development.
- Distinguish between different game platforms and genres.
- Define elements related to game strategy, theory and gameplay.
- Identify the distinct roles and responsibilities of members of a game development team.
- Analyze and develop game concepts and proposals.
- Apply story and character development to games.
- Evaluate the game industry and market.
- Demonstrate accepted word processing techniques to produce a well-designed and aesthetically pleasing formal document.
- Locate, retrieve and evaluate information relevant to a question or issue.
- Create an electronic document that discusses a single subject or conveys a message.

Lecture Topics

The list of lecture topics below is tentative, and subject to change and adaptation.

Topic Description

- 1 History of computer game development
- 2 Platforms & player modes
- 3 Goals & genres
- 4 Player elements
- 5 Story & character development
- 6 Gameplay
- 7 Level design
- 8 Interface
- 9 Game audio
- 10 Roles & responsibilities of the development team
- 11 Production & management
- 12 Marketing & maintenance

Additional Assignment for Graduate Students

Students in a graduate section will be required to do an additional assignment that will require research on the Internet and submission of a short paper. The paper will count as a regular homework assignment.

Emergency Procedures

Many types of emergencies can occur on campus; instructions for severe weather or violence/active shooter, fire, or chemical release can be found at:

<http://www.lamar.edu/about-lu/administration/risk-management/index.html>. Following are procedures for the first two:

Severe Weather:

- Follow the directions of the instructor or emergency personnel.
- Seek shelter in an interior room or hallway on the lowest floor, putting as many walls as possible between you and the outside.

- If you are in a multi-story building, and you cannot get to the lowest floor, pick a hallway in the center of the building.
- Stay in the center of the room, away from exterior walls, windows, and doors.

Violence/Active Shooter (CADD):

- **CALL** - 8-3-1-1 from a campus phone (880-8311 from a cell phone). Note: Calling 9-1-1 from either a campus phone or cell phone will contact Beaumont City Police Dispatch rather than University Police.
- **AVOID**- If possible, self-evacuate to a safe area outside the building. Follow directions of police officers.
- **DENY**- Barricade the door with desks, chairs, bookcases or any other items. Move to a place inside the room where you are not visible. Turn off the lights and remain quiet. Remain there until told by police it is safe.
- **DEFEND**- Use chairs, desks, cell phones or whatever is immediately available to distract and/or defend yourself and others from attack.