

## Game Design\*

### COURSE DESCRIPTION:

This course will introduce students to the basic skills necessary for game design. They will study the various games in the industry and analyze their approach in terms design and development. The student will explore the processes and art of making game elements like story, levels, sound, user interfaces, and levels. This analysis will include an orientation to the gaming market and innovative techniques' impact on it. Finally, the student will merge all these elements into a functional prototype showing their understanding of the game design process.

### COURSE OBJECTIVES:

After completing the course, students will be able to:

- Explain the different types of games
- Build analytical thinking towards usage of game elements
- Develop game play innovation principles
- Express ideas clearly in writing
- Integrate storytelling and game play elements
- Develop a visually appealing user interface
- Design sound for ambience and to announce special events in a game
- Create fictional realities in games
- Portray an idea in an industry-acceptable manager
- Interpret and apply data from original game design documents
- Build the aesthetics of interactive systems

**PREREQUISITES:** None

**COURSE LENGTH:** One semester

**REQUIRED SOFTWARE:** Blender-Freeware  
Trackmania Nations-Freeware  
Multimedia Fusion Developer-Demo

### COURSE OUTLINE:

#### **UNIT I: Course Overview - Introduction to Game Design**

Section 1 - History

Section 2 - Player Elements

Section 3 - Genres

#### **UNIT II: Game Elements**

Section 1 - Elements of Game Play

Section 2 - Setting Goals

Section 3 - Platform

Section 4 - Game Generations

Section 5 - Player Modes

\* = One semester (.5 credit) course

## Game Design\* (continued)

### COURSE DESCRIPTION (continued):

#### **UNIT III: Creating Content**

Section 1 - The Story

Section 2 - Defining Characters

Section 3 - Development

#### **UNIT IV: Game Play**

Section 1 - Theory

Section 2 - Rules

Section 3 - Levels

#### **UNIT V: Interface**

Section 1 - Features

Section 2 - Types

Section 3 - Platform Specific

Section 4 - Genre Specific

#### **UNIT VI: Audio**

Section 1 - Sound Effects

Section 2 - Music

Section 3 - Putting it all Together

\* = One semester (.5 credit) course