I. Description of Course:

1. Department/Course: MM - 118
2. Title: Introduction to Video Game Design
3. Cross Reference:
4. Units: 2
   Lec Hrs: 1
   Lab Hrs: 3
5. Repeatability: No
6. Grade Options: Letter Grade, May Petition Credit/No Credit (GC)
7. Degree/Applicability: Credit, Degree Applicable,
   Transferable - CSU (T)
8. General Education:
9. Field Trips: May be Required
10. Requisites: Advisory
12. Catalog Description:
    This class focuses on the process of planning, developing, and creating content for video games. Students will gain an understanding of the video game industry, and they will learn how to design characters, levels, and design documents.
13. Class Schedule Description:
    Gain an understanding of the video game industry and learn how to plan, develop and create content for video games.
14. Counselor Information:
    This course can be included as an elective in the Certificate of Achievement and AA degree in Multimedia. This course is required for the Fast Track certificate in Video Game Development.

II. Student Learning Outcomes

The student will:

1. Analyze the different steps involved in producing a video game.
2. Review the different jobs and roles in the video game industry.
3. Create documentation required to plan and design a video game.
4. Design and sketch the assets required in a game.
5. Complete projects in a team work environment.

III. Course Outline:

A. Overview of different games genres, including the history of games
B. Analyze the game industry:
   1. What it takes to make a game
   2. Differentiate job rolls: tester, producer, artists, animators, writers, game designers, programmers
   3. Terminology employed in the video game industry
C. Overview of the different game platforms: PC games, Xbox, Nintendo,
Playstation

D. Overview of Major genres: fighting, first-person shooter, MMOGs, MMORPGs and MMOFPSs, racing, role-playing, simulators, sports, strategy, third-person shooters, city-building games

E. Analyze games during class and online group discussions

F. Implement the principles of creating a game design document:
   1. Establish a goal and description of the game
   2. Determine target platform and hardware limitations
   3. Develop a storyline

G. Overview of character design, attributes, and development

H. Design characters: determine specific attributes and create sketches

I. Overview of level design

J. Determine level attributes: create sketches and color comps

K. Overview of audio, music and sound effects for games

L. Game control: mechanics of game play

M. Determine a schedule for production

IV. Course Assignments:

A. Reading Assignments
   1. Read the required book
   2. Read the behind-the-scenes articles on a specific video game

B. Projects, Activities, and other Assignments
   1. Sketch different designs and present color schemes for the characters in the video game
   2. Sketch different designs and present color schemes for a level
   3. Propose the development of a video game and use slide shows to demonstrate concepts
   4. Use online message boards to discuss ideas and class material
   5. Find resources on the web
   6. Working in a team environment, create a design document for a game

C. Writing Assignments
   1. Write a report analyzing a video game: the story, the characters, the environment, the intended target audience, the genre and the technical aspects

V. Methods of Evaluation/Assessment:
A. Completion of written assignments.
B. Oral presentation of ideas.
C. Participation in class and online group discussions.
D. Successful completion of design document.
E. Final presentation of the design document.

VI. **Methods of Instruction:**

A. Laboratory
B. Discussion
C. Demonstration
D. Computer Assisted Instruction
E. Collaborative Learning
F. Lecture

VII. **Textbooks:**

**Required**


**Optional**

VIII. **Supplies:**

A. Sketch paper and pencils (approximate cost $5)
B. USB Flash drive or CD-ROM (approximate cost $20)

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