San José State University
Department of Art & Art History,
Department of Computer Science
Art/CS 108, Introduction to Game Studies, Section 1,
Spring 2020

Course and Contact Information

This syllabus is subject to change, in the event of unforeseen circumstances, or in the case that changes will significantly enhance the quality of the course. Students will collectively have the opportunity to shape the ways in which the course unfolds.

Assignments and Grading Policy

Game labs- 20%
Game labs are structured play or design sessions often followed by brief reflective writing, and in-class discussion. These sessions are done as a group and are very difficult to make up. LO2, LO3.

Points will be given for both postings and peer review. LO1, LO4, LO5.

Participation - 10%
Active participation within groups and in discussion is expected. Performance can be tracked in CANVAS beginning the second week of class. LO4

Game 1: paper prototype   10%
Design, play test and turn in a paper based game using the readings and your group as a development guide. Games will be evaluated according to the game rubric. LO1, LO2, LO3, LO4, LO5, LO6, LO7.

Game 2: videogame prototype - 10%

Course Schedule

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This schedule is subject to change with fair notice. All changes will be publicly announced in the class forum and noted in CANVAS.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Jan 27	prototyping exercise Adopt a classic arcade game: https://archive.org/details/internetarcade
1	Jan 29	DUE: Blogpost 1: Description of Play: Arcade Game game lab 0 (Design a game Today!) Due **(IGDPD) CH 1:** Thinking like a designer.
2	Feb 3	ludology (what is a game, what is play, how is it related to culture?) playing games, writing that is useful to designers (Session Reports) Due: **(IGDPD) CH** 7: Acting like a designer
2	Feb 5	EXERCISE: game lab 1 (card game/board game/ physical game) Due **(IGDPD) CH 8** design goals
3	Feb 10	Blogpost 2 Due: Boardgame Lab **(IGDPD) CH 9** paper prototyping
3	Feb 12	game design 1 (paper prototype)
4	Feb 17	Board Games / Card Games **(IGDPD) CH 10** game testing Rules writing workshop
4	Feb 19	Paper prototype playtest Blog 3 (Paper Prototype)
5	Feb 24	Game Analysis: MDA; DUE: Reading: MDA Framework: http://www.zubek.net/robert//publications/MDA.pdf **(IGDPD) CH 2**
5	Feb 26	EXERCISE: game lab 2 video game play Blog 4 (Video Games Played)
6	Mar 2	video game engines/ toolkits **(IGDPD) CH 11** math and balance & **(IGDPD) CH 12** guiding the player
6	Mar 4	Unity Platformer Demo
7	Mar 9	game design 2 Level Design
7	Mar 11	Video Game Design Document **(IGDPD) CH 14** agile