

**San José State University**  
**Department of Art & Art History,**  
**Department of Computer Science**  
**Art/CS 108, Introduction to Game Studies, Section 2,**  
**Spring 2020**

**Course and Contact Information**

<b>Instructor:</b>	<b>James Morgan</b>
<b>Office Location:</b>	Art Building 325
<b>Telephone:</b>	(408) 924-4590
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<b>Office Hours:</b>	MW 1345-1445
<b>Class Days/Time:</b>	F 1230-1515
<b>Classroom:</b>	Art 135
<b>Prerequisites:</b>	Instructor Permission

**Units: 3**

**Course Format Course Format**

This course will be taught primarily face to face, but students are expected to have reliable Internet connections for use of the Canvas Learning Management System (Canvas or LMS) and for use of online resources.

**Course Description**

Introduction to the systems, design, history, and cultural analysis of games with emphasis on development, technological literacy, markets and impact on society.

In this course we shall read about, write about, play and design traditional paper based and video games.

**Course Goals and Student Learning Objectives**

Upon successful completion of this course, students will be able to:

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LO7 Create original and creative content through the medium of games.

## Required Texts/Readings

### Textbook

**Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#**, 2nd Edition, Jeremy Gibson Bond, eText ISBN 9780134659886, print text ISBN 9780134659862

Please also be aware that the library has tremendous resources relating to games and game studies. We have a lib guide at <http://libguides.sjsu.edu/GameStudies>

### Library Liaison

**Gareth Scott:** <https://libguides.sjsu.edu/Art>

**Email:** [gareth.scott@sjsu.edu](mailto:gareth.scott@sjsu.edu)

King Library 4th Floor

Phone: (408) 808-2094

## Course Requirements and Assignments

## Syllabus Art/CS 108

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-





## Course Schedule

### Art/CS 108 Introduction to Game Studies, Spring 2020

*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 24	prototyping exercise Adopt a classic arcade game: <a href="https://archive.org/details/internetarcade">https://archive.org/details/internetarcade</a>
1		DUE: Blogpost 1: Description of Play: Arcade Game game lab 0 (Design a game Today!) Due <b>(IGDPD) CH 1</b> : Thinking like a designer.
2	Jan 31	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: <b>(IGDPD) CH 7</b> : Acting like a designer
2		EXERCISE: game lab 1 (card game/board game/ physical game) Due <b>(IGDPD) CH 8</b> design goals
3	Feb 7	Blogpost 2 Due: Boardgame Lab <b>(IGDPD) CH 9</b> paper prototyping
3		game design 1 (paper prototype)
4	Feb 14	Board Games / Card Games <b>(IGDPD) CH 10</b> game testing Rules writing workshop Paper prototype playtest Blog 3 (Paper Prototype)
4		

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7

Mar 6

game design 2  
Level Design