

Montgomery County Community College
 CIS 176
 Game Design Practice & Theory
 3-2-2

COURSE DESCRIPTION:

This course introduces the fundamental techniques, concepts, and vocabulary of electronic game and simulation development. Students will explore the historical, social, and cultural effects of electronic games while applying modern game design and development methodologies and principles to create their own game.

REQUISITES:**Previous Course Requirements**

- ENG 011 Basic Writing II or ESL 011 Basic Writing II with a minimum grade of "C"
- REA 011 Fundamentals of College Reading or REA 017 Vocabulary and Reading Comprehension Development II with a minimum grade of "C"
- MAT 011 - Beginning Algebra or MAT 011B - Beginning Algebra with Review of Arithmetic with a minimum grade of "C"

Concurrent Course Requirements

None

LEARNING OUTCOMES Upon successful completion of this course, the student will be able to:	LEARNING ACTIVITIES	EVALUATION METHODS
1. Describe the historical, social, and cultural effects of electronic games.	Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams	Tests or Quizzes Research Paper or Presentation
2. Describe the principles and methodologies behind the rules and play of games.	Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams	Tests or Quizzes

LEARNING OUTCOMES:	LEARNING ACTIVITIES	EVALUATION METHODS
3. Define basic vocabulary and fundamental concepts of electronic game development.	Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams	Tests or Quizzes
4. Demonstrate a working knowledge of game development, production, and design by developing an electronic game.	Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Group Projects	Game Development Projects Final Project
5. Explain the construction and appeal of popular electronic and non-electronic games of various genres.	Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams	Game Development Projects Midterm Project

At the conclusion of each semester/session, assessment of the learning outcomes will be completed by course faculty using the listed evaluation method(s). Aggregated results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:

1. History of Games and the Electronic Game Industry
2. The Social and Cultural Impact of Electronic Games Both in the United States and Overseas
3. Deconstruction and Analysis of Current Electronic Games
4. Critical Game Studies (“Ludology”) – Options for Gameplay
5. Introduction to Game Design Principles and Methodologies Including the Following Concepts:
 - Level construction and development
 - Character design
 - Storytelling
 - Rules and gameplay
 - User interface design
 - Using sound and music to develop atmosphere
6. Overview of Electronic Game Production Methodology and Marketing (Who Does

- What When and Why)
7. Introduction to Game Programming and Development (Supplements)

LEARNING MATERIALS:

Schell, Jesse. *The Art of Game Design: A Book of Lenses. Third edition*, Taylor & Francis, 2019. ISBN 9781138632059

Other learning materials may be required and made available directly to the student and/or via the College's Libraries and/or course management system.

COURSE APPROVAL:

Prepared by: Jason Wertz	Date: 8/2004
Revised by: Jason Wertz	Date: 4/2009
VPAA/Provost Compliance Verification: Dr. John C. Flynn, Jr.	Date: 9/11/2009

Revised by: Jason Wertz	Date: 7/25/2013
VPAA/Provost or designee Compliance Verification: Victoria Bastecki-Perez, Ed.D.	Date: 7/29/2013

Revised by: Patricia Rahmlow	Date: 5/2017
VPAA/Provost or designee Compliance Verification: Victoria L. Bastecki-Perez, Ed.D.	Date: 8/21/2017

Revised by: Jason Wertz, Matt Krause and Marie Hartlein	Date: 10/2019
Provost or designee Compliance Verification:	Date: 2/26/2020



This course is consistent with Montgomery County Community College's mission. It was developed, approved and will be delivered in full compliance with the policies and procedures established by the College.