



**TRINITY VALLEY COMMUNITY COLLEGE
ADMINISTRATIVE-MASTER SYLLABUS**

The Administrative- Master Syllabus is an administrative tool; it is **not intended to be distributed to students**. It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of TVCC, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction. The Administrative-Master Syllabus will demonstrate that there is consistency and comparability in course offerings.

Course Title

Introduction to Game Design and Development

Course Prefix and Number

GAME 1303

Department – Division

Business and Computer Science

Course Type – select from one of the following categories.

- **Academic General Education Course** (from ACGM – but not in TVCC Core)

Academic TVCC Core Course

WECM Courses

Semester Credit Hours: Lecture Hours: Lab/other hours

Semester Credit Hours	Lecture Hours	Lab/Other* Hours
3	3	0

Other hours include practicum, clinical or other types of non-lecture instruction. *If other, please specify: _____

Course Catalog Description

This course includes an examination of the history and philosophy of game development, the game production process, factors for success and entry into the field, and current issues and practices in game development industry. It will focus on the phases and processes involved in developing a computer game including designing simple games from initial concept definition to a final design document.

Prerequisites/co requisites

Prerequisites: None

Topical Outline

Historical elements of Game Development
Player market
Player motivational concerns
Platforms
Time Interval
Player modes
Game types
Story telling
Plot
Story elements
Character development
Game theory
Roles and responsibilities of the Game development team
Production and process management
Marketing
Maintenance
Object oriented development
Top Down Design
Modular development
Program development cycle
Events in three dimensional space
Event driven programming
Camera manipulation
Algorithm development
Flowcharts
Sequence
Selection structures
Repetition structures
Concurrency
Boolean algebra
Lists and arrays

Course Learning Outcomes

At the conclusion of the course, the student should be conversant in the requirements for various career paths in computer game development, current trends in computer game development, theory of game design and development. In addition, the student should be able to develop a simple three dimensional game using a game development environment using structured programming and object oriented design methodologies.

Relationship to General Education Outcomes – In addition to the core competencies, Trinity Valley Community College has established ten general education goals which specify knowledge and skills that students should gain from completing courses in the various component areas of the core curriculum. Information regarding curriculum and assessment as a means for the improvement of student learning through the general education component. (Select all that apply.)

Mark with an "X"	General Education Outcome
	A. To communicate clearly and effectively in both oral and written English.
	B. To improve reading skills focused on comprehending, analyzing, interpreting, and evaluating printed materials.
	C. To understand mathematical information and utilize mathematical skills.
x	D. To demonstrate qualitative and quantitative critical thinking skills.
	E. To understand and appreciate cultural and ethnic diversity.
x	F. To utilize computer based technology in accessing information, solving problems, and communicating.
	G. To recognize and evaluate artistic achievements in the visual and performing arts.
	H. To improve basic understanding of political, economic, and social systems.
	I. To demonstrate knowledge of the physical universe and living systems.
	J. To develop skills and strategies to become an engaged learner.

Required Text(s)

Game Development Essentials 2nd Edition. Jeannie Novak. Thomson Delmar Learning, 2008. ISBN 13: 978-1-4180-4208-0.

In Introduction to Programming Using Alice, Charles W. Herbert, Thomson Course Technology. 2007. ISBN 13: 978-1-4188-3625-2

Optional Text(s)

None

Material/Technology to be supplied by the student.

USB storage device with at least 128 MB.

Course Requirements/Grading System – describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course; not intended to restrict the individual nature by which each faculty member who teaches the course determines course requirements and final student performance, but should offer consistency within reason for all sections taught for those departments without a standardized format.

This course is very project based. There are several mini projects and one term project required.

Approvals – the contents of this document have been reviewed and are found to be accurate.

Prepared by	Signature	Date
Department Head	Signature	Date
Division Chair	Signature	Date
Vice President	Signature	Date