

VCIM-1200: GAME DESIGN I: INTRODUCTION TO GAME DESIGN

Cuyahoga Community College

Viewing: VCIM-1200 : Game Design I: Introduction to Game Design

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIM - VC-Interactive Media

Course Number:

1200

Title:

Game Design I: Introduction to Game Design

Catalog Description:

Foundation of game design with an emphasis on concept, planning and creation of game prototypes. Topics include history of games from tabletop to tablet, markets, mechanics, prototyping, play testing, and analysis. Students will explore theme, genre, rules, tools, goals, and peripheral concepts of game design.

Credit Hour(s):

3

Lecture Hour(s):

2

Lab Hour(s):

3

Requisites

Prerequisite and Corequisite

VC&D-1000 Visual Communication Foundations, or concurrent enrollment; or departmental approval.

Outcomes

Course Outcome(s):

Analyze the aesthetic, technical and functional aspects of games, and describe how mechanics, systems, rules, documentation, appeal and presentation contribute to its success or failure.

Objective(s):

1. Explain how games have evolved through history from the field to tabletop to tablets.
2. Identify and use resources to research history and trends of games.
3. Compare successful and unsuccessful games to demonstrate how mechanics, usability and aesthetic factors affect gameplay outcomes.

Course Outcome(s):

Design games that meet current game design process standards.

Objective(s):

1. Explain the elements, principles, structure, and mechanics of game design.
2. Recognize various genres of game design
3. Discuss the importance of rules and playability in game design.
4. Produce a Game Design Document and other formal presentation of concept material.

5. Employ user feedback to improve concept proposal.
6. Design game documentation.

Course Outcome(s):

Use practical prototypes to explore the game design process and implementation.

Objective(s):

1. Develop paper prototype to refine mechanics.
 2. Analyze playability through user play testing and evaluation.
 3. Present case study of the design process and outcomes.
 4. Explore the different technical requirements required for analog versus digital games.
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Methods of Evaluation:

1. Written assignments
2. Laboratory exercises
3. Case studies
4. Projects
5. Presentations
6. Portfolio

Course Content Outline:

1. History of Games and Game Design
 - a. Games preparing players for society
 - b. Games to teach and train
 - c. Game as a competition
 - d. Game as entertainment
 - e. Game as a commercial enterprise
 - f. Evolution of the game from analog to digital
 - g. Game as art and social commentary
 - h. Game as a simulation
 - i. Game design as industry
2. Elements and Principles of Game Design
 - a. User Experience
 - i. Player
 - ii. Non-Player
 - iii. Multiplayer
 - iv. Team
 - b. Goal
 - i. Entertainment
 - ii. Education
 - c. Objectives of Game Play
 - i. Capture
 - ii. Control
 - iii. Explore
 - iv. Collection
 - v. Solve
 - vi. Chase
 - vii. Build
 - d. Mechanics
 - i. Rules
 - ii. Conflict
 - iii. Balance
 - iv. Chance and strategy
 - v. Player Interaction
 1. Reflex
 2. Reaction

- 3. Cards
- 4. Dice
- 5. Clicks
- 6. Alternative input
- vi. Sequence
 - 1. Turn Based
 - 2. Real-Time
 - 3. Action Points
 - 4. Random
- e. Environment
 - i. Boundary
 - ii. Arena
 - iii. Field
 - iv. Table
 - v. Board
 - vi. Screen
 - vii. Map
 - viii. Network/Internet
- f. Theme
 - i. Narrative
 - ii. Setting
 - iii. Back story
- 3. Design Process
 - a. Design
 - i. Concept
 - ii. Proposal
 - iii. Design document
 - b. Prototype
 - i. Instructions
 - ii. Defined environments
 - iii. Tokens/icons
 - iv. Package
 - c. Evaluation
 - i. Play testing
 - ii. Analysis
 - iii. Feedback and criticism
 - iv. Iterative design process
 - d. Presentation
 - i. Case study
 - ii. Project portfolio
 - iii. Game pitch
 - iv. Gameplay walkthrough
 - v. Digital publication
 - 1. Blog
 - 2. Website
 - 3. PDF

Resources

Pedersen, Roger. *Game Design Foundations, Second Edition*. 2nd. Jones and Bartlett Publishers, 2009.

Kramarzewski, Adam . *Practical Game Design: Learn the art of game design through applicable skills and cutting-edge insights*. Packt Publishing - ebooks Account, 2018.

Schell, Jesse. *The Art of Game Design: A Book of Lenses, Second Edition* . 2nd. A K Peters/CRC Press; 2 edition, 2014.

Key: 4368