

VCIM-2200: GAME DESIGN III: GAME DESIGN STUDIO

Cuyahoga Community College

Viewing: VCIM-2200 : Game Design III: Game Design Studio

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIM - VC-Interactive Media

Course Number:

2200

Title:

Game Design III: Game Design Studio

Catalog Description:

Create a variety of game projects for an intended audience, platform or device. Course emphasizes game design pipeline of planning, design, testing, refining and publishing.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

5

Requisites

Prerequisite and Corequisite

VCIM-1400 Game Design II: Game Engines or departmental approval.

Outcomes

Course Outcome(s):

Design a 2D or 3D game for entertainment or instructional purposes.

Objective(s):

1. Research various audience and platforms for intended project(s).
2. Research game design principles, mechanics and practices and apply to specific project.
3. Develop preproduction and planning strategies for game project(s).
4. Design 2D graphics and 3D graphics for use in game application with specific attention to intended audience.
5. Apply advanced design, modeling, scripting, lighting, animation and input control to achieve gameplay strategy.
6. Evaluate game play, game balance and efficiency of game application.
7. Publish game for intended device(s).
8. Deploy application to distribution channel.

Methods of Evaluation:

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

Course Content Outline:

1. Research current state of game market
 - a. Research popular games
 - b. Research trends in market
 - c. Explore emerging devices
 - d. Explore emerging technologies
2. Review game asset creation best practices
 - a. Experiment with applications
 - b. Identify capabilities of specific applications
 - c. Develop pipeline production methods
3. Create preproduction and concept material
 - a. Develop written concept proposal for game project
 - b. Game design document
 - c. Game Story
 - d. Game play summary
 - e. Target and production specifications
4. Project Planning and Resource Management
 - a. Time
 - b. Technology
 - c. Budget considerations
 - d. Milestones
 - e. Marketing
 - f. Publishing
5. Design the Game
 - a. Practice prototype and paper testing
 - b. Blocking the digital prototype
 - c. Designing art assets
 - d. Implementing assets in game engine pipeline
6. Platform considerations
 - a. Screen resolution
 - i. Handheld
 - ii. Tablet
 - iii. Desktop
 - iv. Big screen
 - v. Surface
 - b. Input devices
 - i. Keyboard
 - ii. Mouse
 - iii. Touchscreen
 - iv. Voice
 - v. Accelerometer
 - vi. Gyroscope
 - c. Media
 - i. DVD/CD
 - ii. Download
 1. App
 2. Executable
 3. Install
 4. Browser based
 - d. Distribution channels
 - i. Proprietary online store
 - ii. Retail
 - iii. Website
 - iv. other
7. Evaluate and improve
 - a. User testing
 - b. Play testing

- c. Play balancing
- d. Improve game based on results of testing
- 8. Deploy game to market
 - a. Publish game to outlet channel
 - i. Apple App Store
 - ii. Google Play
 - iii. Unity Asset Store
 - iv. Playstation store
 - v. Microsoft store
 - vi. Wii Shop
 - vii. others
 - b. Publish promotional material to website or blog
 - i. Game synopsis
 - ii. Game trailer
 - iii. Game walkthrough
 - iv. Media
 - v. Artwork
 - vi. Testimonial
 - vii. Demo
 - viii. Demo reel
 - ix. Press kit

Resources

Rogers, Scott. *Level Up!: The Guide to Great Video Game Design*. 2nd ed., West Sussex, UK: John Wiley and Sons, Ltd., 2014.

Koster, Raph. *A Theory of Fun for Game Design*. 2nd ed. Paraglyph Press, 2013.

Denton Bryant, Robert & Giglio, Keith. *Slay the Dragon: Writing Great Video Games*. Michael Wiese Productions, 2015.

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