GAM 224: GAME DESIGN FOR NON-MAJORS

Class Posting Time: Mondays 5:45PM
Location: Loop – Lewis 1507
Instructor: JJ Bakken (he/him/his)

Office: Online meetings by appointment
Email: jbakken@depaul.edu

COURSE DESCRIPTION
GAM 224 provides students with a practical foundation in game design with a focus on concept development, design analysis, and prototyping. Using game design theory, analysis, physical prototyping, playtesting, and iteration students learn how to translate game ideas, themes, and metaphors into gameplay and player experiences. Students will further be exposed to the basics of effective game idea communication.

PREREQUISITES: none

LEARNING OBJECTIVES
- Students will learn to develop the vocabulary and critical understanding to describe and analyze the components of games and gameplay experiences
- develop a game idea from concept to playable, analogue prototype
- use common methods for documenting game designs such as game design documents and playtesting reports
- communicate their game ideas through pitch, prototype and presentation

WRITING EXPECTATIONS
Students will be expected to complete a minimum of 3,000 words of writing for this course. It should be proofread and clear. Consult DePaul's Writing Center if you require assistance.

D2L
We use D2L (http://d2l.depaul.edu) and all course materials including weekly lecture slides and class info are available through D2L under "contents". Assignments are submitted to through Submissions on D2L

REQUIRED MATERIALS
• Upton, Brian. *Situational Game Design*, First Edition. CRC Press. 2017 ISBN 9781138031814

COURSE POLICIES

- Papers must conform to the course guidelines on references and documentation. Use of sources without attribution constitutes plagiarism, a serious violation of academic integrity. Consult the assignment handouts or the instructor if you have questions about how or what to document.

CHANGES TO SYLLABUS
This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

ORGANIZATION AND ASSESSMENT
Class sessions will combine lectures on game design topics, with analysis of particular games and activities designing and playing games. Students are expected to view all classes and do the assigned reading and homework by assigned due dates.
- Assignments – 80%
- Game Analysis Paper 1 – 10%
- Game Analysis Paper 2 – 10%

GRADING:
- A = 93+
- A- = 90-92
- B+ = 89
- B = 88-81
- B- = 80
- C+ = 79
- C = 78–71
- C- = 70
- D+ = 69
- D = 68– 61
- D- = 60
- F = 59 or lower

GAME ANALYSIS PAPERS
Each student will perform an in-depth analysis of two video game titles of their choice. The following will be required:

- Substantial play-time with the titles, sufficient to master game play and to encounter most of the game's components. (Playing the game all the way through would be ideal but not practical for many titles.)

- Researching the game's community presence through FAQ files, walk-throughs, fan sites and other documents.

- Writing two game analysis papers, one on each game. Each paper needs to be 1,500 words long and each have a different analysis focus. Papers have to be turned in on the due date before class to Submissions folder on D2L. For details on Game Analysis assignment, see Game Analysis handout on D2L under "contents".

COLLEGE POLICIES
- **COVID-19:** Keeping our DePaul community safe is of utmost importance in the pandemic. Students, faculty and staff are **required** to (1) wear a mask as required at all times while indoors on campus; (2) refrain from eating and drinking in classrooms; (3) keep current with their COVID-19 vaccinations or exemptions; (4) stay home if sick; (5) participate in any required COVID-19 testing; (6) complete the online Health and Safety Guidelines for Returning to Campus training; and (7) abide by the City of Chicago Emergency Travel Advisory. By doing these things, we are Taking Care of DePaul, Together. The recommendations may change as local, state, and federal guidelines evolve. Students who do not abide by the mask requirement may be subject to the student conduct process and will be referred to the Dean of Students Office. Students who have a medical reason for not complying with any requirements should register with DePaul's Center for Student with Disabilities (CSD).

- **Online Course Evaluations**: Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Please see this link for additional information.

- **Academic Integrity and Plagiarism**: This course will be subject to the university's academic integrity policy. More information can be found at this link.

  Posting work on online sites, such as Hero
  All students are expected to abide by the University's Academic Integrity Policy which prohibits cheating and other misconduct in student coursework. Publicly sharing or posting online any prior or current materials from this course (including exam questions or answers), is considered to be providing unauthorized assistance prohibited

by the policy. Both students who share/post and students who access or use such materials are considered to be cheating under the Policy and will be subject to sanctions for violations of Academic Integrity.

- **Academic Policies**: All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at this link.

- **Student Rights**: You have rights as a student. To learn about these rights please read DePaul's policies for students regarding student rights, located here

- **Incomplete**: An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final and approved by the Dean of CDM, the School of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

- **Preferred Name & Gender Pronouns**: Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of this preference early in the quarter so that I may make appropriate changes to my records. Please also note that students may choose to identify within the University community with a preferred first name that differs from their legal name and may also update their gender. The preferred first name will appear in University related systems and documents except where the use of the legal name is necessitated or required by University business or legal need. For more information and instructions on how to do so, please see the Student Preferred Name and Gender Policy at this link

- **Emergency Plan**: An emergency can occur at any time, suddenly and without warning. Proper planning is essential to minimize the impact of any emergency on the university community, operations and facilities. The following link provides detailed information on Emergency Evacuation and Fire Alarm safety. The University will use the DPU Alert to announce school closing or other emergencies. In the event of an emergency evacuation, the primary outdoor assembly area for CDM will be Grant Park (Southeast corner of Jackson and Michigan Ave).

- **Respect for Diversity and Inclusion at DePaul University as aligned with our Vincentian Values**: At DePaul, our mission calls us to explore "what must be done" in order to respect the inherent dignity and identity of each human person. We value diversity because it is part of our history, our traditions and our future. We see diversity as an asset and a strength that adds to the richness of classroom learning. In my course, I strive to include diverse authors, perspectives and teaching pedagogies. I also encourage open dialogue and spaces for students to express their unique identities and perspectives. I am open to having difficult conversations and I will strive to create an inclusive classroom that values all perspectives. If at any time, the classroom experience does not live up to this expectation, please feel free to contact me via email or during office hours.

- Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

DePaul University
Center for Students with Disabilities - Lewis Center 1420
25 East Jackson Boulevard
Chicago, IL 60604-2287
312.362.8002 main phone

TENTATIVE SCHEDULE
Please note that lectures, readings, or assignments may change during the course. Please check the schedule on D2L for updates.

Class	Overview
Week 1	**Lecture**: Course and Syllabus Overview Reading: Situational Game Design Chapter 1 and 2
Week 2	**Lecture:** Situations, Constraints, Moves Reading: The Why's of Game Analysis
Week 3	**Lecture:** Game Analysis Reading: Situational Game Design Chapter 3
Week 4	**Lecture:** Playfulness Reading: Situational Game Design Chapter 4
Week 5	**Lecture:** Anticipation Reading: Situational Game Design Chapter 5
Week 6	**Lecture:** Goals Reading: Situational Game Design Chapter 6
Week 7	**Lecture:** Methods Reading: Situational Game Design Chapter 7
Week 8	**Lecture:** Narrative Reading: Situational Game Design Chapter 8
Week 9	**Lecture:** Meaning
Week 10	**Lecture:** User Generated Content
Week 11	Final Due