

Online & Mobile Gaming

GAME232
TR 9:00–10:15 AM

Fall 2015
A&D1018

Instructor: Sang Nam
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Office Hours*: TR 10:30 am – 12:30 pm

* Other times by appointment. The best way to reach me is via email.

MASON MISSION STATEMENT

Mission-Who we are and why we do what we do

A public, comprehensive research university established by the Commonwealth of Virginia in the National Capital Region, we are an innovative and inclusive academic community committed to creating a more just, free, and prosperous world.

MASON GAME DESIGN MISSION STATEMENT

The Mission of the Computer Game Design Program at George Mason University is to prepare students for employment and further study in the computer game design and development field, doing so with a curriculum designed to reflect the gaming industry's demand for an academically rigorous technical program coupled with an understanding of the artistic and creative elements of the evolving field of study.

CATALOG DESCRIPTION

Class covers the history, practice, and design of online and mobile games. Class will discuss the current state of the smartphone applications, and study the best practices to be successful in the applications market. Students will learn the development process for smartphone applications and develop original and innovative applications in a team-based environment.

COURSE OVERVIEW

In this course, you will explore the ever-expanding world of mobile, pervasive, and "big" games. You will use professional game design techniques to create playable mobile games that you can add to your game design portfolio. Using Unity 3D, you will learn the fundamentals of game design, apply competition and playfulness, implement game design elements by modifying game templates from various video game genres, and debug using iterative game design.

STUDENT LEARNING OBJECTIVES

Upon completion of this course, students will

- Be familiar with the process of mobile game development using Unity 3D
- Analyze mobile games to understand their gameplay mechanics
- Utilize game mechanics to create a persuasive/serious game
- Deploy games for various mobile devices and markets
- Design and build a game in a team based environment
- Exercise project management skills

REQUIRED TEXTS

There's no required text for this course. Necessary materials will be distributed via online if

applicable.

REQUIRED SOFTWARE

Students will be required to have existing knowledge of the following software to the extent that they can efficiently develop games and game assets.

Unity game engine: www.Unity3D.com

Art asset creating software such as Adobe Photoshop and/or Illustrator.

Sound design/creation software such as Audacity or ProTools.

Writing and presentation software such as that found in MS Office (Word, Powerpoint, Excel, etc.) or on Google Drive.

GRADING & ASSESSMENT OVERVIEW

Course work will include:

- 5% Participation (Course Discussion & Critique)
- 60% Assignments (12 Assignments, 5% each)
- 35% Final Project (Group Project: 25% for Project & 10% for Group Project Participation)

* Note that if you are having trouble in the class, need an extension on a given assignment, or things outside of class are affecting your ability to do the work, talk with me about it sooner. In all likelihood, we can work something out.

A: 90% - 100% B: 80% - 89% C: 70% - 79% D: 60% - 69% F: 0% - 59%

CLASS POLICIES

Cell phones must be turned off or turned to "silent" mode.
Please do not text during class.

ATTENDANCE

Attendance will be taken daily. The basic expectation for this discussion-based class is that **all students will attend every class** (once they are enrolled). You are, however, permitted **one** absence.

Beyond the one 'free' absence, only absences documented by a certified notice of athletic travel, medical illness, religious observance, or death or serious illness of a close family member qualify as 'excused' absences. There are 26 total class days this semester, which means that each one missed represents a loss of 3.9% of the course. Unexcused absences therefore will result in deductions from your final grade as follows:

2nd unexcused absence = 2.5% deduction

3rd unexcused absence = 5% deduction

4th unexcused absence = 7.5% deduction

Five or more unexcused absences will result in failure of the course

EXCUSED ABSENCES

Students have the right to miss class for religious observances. Students wishing for time off for this reason should let the instructor know within the first two weeks of class. Sometimes absences from class are unavoidable because of illness. Emergencies, other than illness, could cause absence from class. In these cases, students are expected to meet with the instructor as soon as possible

after the crisis has passed and arrange to make up any missed work. However, a written document that proves your absence was unavoidable must be submitted, and the instructor reserves the right to determine whether or not to excuse such an absence.

ACADEMIC HONESTY

For complete information about the University's policies on academic honesty, please see: http://www.gmu.edu/cte/Teaching/Getting_Started/Designing_Syllabus/academic_honesty.html

GMU HONOR CODE

<http://www.gmu.edu/catalog/apolicies/index.html#Anchor12>

Honor Code: To promote a stronger sense of mutual responsibility, respect, trust, and fairness among all members of the George Mason University community and with the desire for greater academic and personal achievement, we, the student members of the university community, have set forth this honor code: Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.

ADDITIONAL RESOURCES

GMU Student information and resources: <http://www.gmu.edu/mlstudents/>.

There will be a good amount of writing expected throughout the class. Please make use of GMU's Writing Center (<http://writingcenter.gmu.edu>) if you feel you are struggling.

If you are a student with a disability and you need academic accommodations, please see me and contact the Disability Resource Center (DRC) at 703-993-2474. All academic accommodations must be arranged through that office. Students must inform the instructor at the beginning of the semester, and the specific accommodation will be arranged through the Disability Resource Center.

DISCLAIMER

In this class, I reserve the right to show a broad range of course materials, some of which assume the audience to be adult in age and demeanor. Should you at any time in the course of the class feel offended by something you have seen or heard, we would appreciate you staying to be part of a dialogue. If you feel that you cannot stay, remove yourself from the classroom as discretely as possible. You may be asked to report on your response.

PRIVACY

Students must use their MasonLIVE email account to receive important University information, including messages related to this class. See <http://masonlive.gmu.edu> for more information.

COURSE SCHEDULE

Please, refer to the class Blackboard for the course schedule as well as important dates, such as assignment due dates, exam dates, and so on.

GAME232 - Tentative Schedule

Week 01 (08/31/15)

Course Introduction;
Course Survey;
Intro to Unity3D;
Power of Association (for student introduction)
Assignment 01: Career Map /PechaKucha Presentation

Career Map /PechaKucha Presentation
Assignment 02: Film Reflection

Week 02 (09/07/15)

Session 01 – Unity3D & C# Basics (Unity Interface & Scripting)
Session 02 – 2D Pong
Assignment 03: 2D Pong

* Labor Day: Mon Sept 7 (No class)

* Last Day to Add: Tues Sept 8

Week 03 (09/14/15)

Session 03 – 2D Pong (Cont'd)
Session 04 – 8 Ball Game/App
Assignment 04: 8 Ball Game/App

Week 04 (09/21/15)

Session 05 – Text-and-button based Game
Assignment 05: Text-and-button based Game
Session 06 – Text-based Game (Cont'd)

Week 05 (09/28/15)

Session 07 – Text-based Game Presentation
Session 08 – Simple Catch Game
Assignment 06: Simple Catch Game

* Last Day to Drop: Fri Oct 2

Week 06 (10/05/15)

Session 09 – Simple Catch Game (Cont'd)
Session 10 – Simple Catch Game (Cont'd)

Week 07 (10/12/15)

Session 11 – 2D Breakout
Assignment 07: 2D Breakout Game
Session 12 – 2D Breakout (Cont'd)

* Columbus Day Recess: Mon Oct 12

Week 08 (10/19/15)

Session 13 – Duck Hunt
Assignment 08: Duck Hunt Game
Session 14 – Duck Hunt (Cont'd)

Week 09 (10/26/15)

Session 15 – Duck Hunt Presentation
Session 16 – Space Shooter
Assignment 09-10: Space Shooter Game

Week 10 (11/02/15)

Session 17 – Space Shooter (Cont'd)
Session 18 – Space Shooter (Cont'd)

Week 11 (11/09/15)

Session 19 – Flappy Bird
Assignment 11-12: Flappy Bird Game
Session 20 – Flappy Bird (Cont'd)

Week 12 (11/16/15)

Session 21 – Side Scrolling
Final Project: Side Scrolling Game
Session 22 – Side Scrolling (Cont'd)

Week 13 (11/23/15)

Session 23 – Side Scrolling (Cont'd)

* Thanksgiving: Wed Nov 25 – Sun Nov 29

Week 14 (11/30/15)

Session 24 – Side Scrolling (Cont'd)
Session 25 – Side Scrolling (Cont'd)

Week 15 (12/07/15)

Session 26; Student Evaluation; Last Day of Class

* Last Day of class: Wed Dec 9

Week 16 (12/14/15) – Final Week

Final Presentation TBA