George Mason University
College of Visual and Performing Arts
Computer Game Design

GAME 101 Policy Sheet
Spring 2015 \ Section 001 \ TR 10:30—11:45 \ A&D L008

Instructor: Seth Hudson  Course #: GAME-101-001
Office Location: 2025 A&D  Mail Location: 2050 A&D / MS 1C3
GAME Phone #: 703.993.5734
Office Hours: R 12:30—3:00 (and by appt)  E-mail: shudson3@gmu.edu
(It’s best to make an appointment by calling Mary Bean).

REQUIRED TEXTS

Course Description
This course is an introductory overview of the video game development process with an emphasis on game design. Through detailed study of historical as well as current games, students will learn the language and structure needed to develop their own game ideas. Students will learn the many aspects of a game development team and learn how each of these roles contributes to a game’s overall design. Projects, in and out of class, will focus on creating and designing game concepts both digital and non-digital.

Learning Objectives
Students who successfully complete GAME 101 will be able to:
• Be familiar with the evolution of electronic gaming and the factors that pushed its development.
• Understand the basic mechanics and design structure of traditional and digital games
• Understand the basic game development process.
• Be able to identify the roles within a game development team
• Have developed a simple game individually and in a team environment
• Have an understanding of creativity theory and how to apply it to game design.

Assumptions
It is assumed that students are familiar with MLA format or are familiar with resources that contain such guidelines for writing assignments. It is
also assumed that students have regular access to email and the Internet, so they will be able to receive updates and participate electronically when necessary. Any issues with email or Bb access should be taken up with university ITU.

**Late Work**

Late work will only be accepted without penalty in the case of a documented medical illness or another situation that is out of your control. Other late work will be reduced by a letter grade for each class period it is late. Assignments are due at the beginning of class, and cannot be worked on during class time unless the instructor gives permission.

**Class Participation**

Students are expected to actively engage in class discussions, answer questions when prompted, and in general, add to the collective dialogue. Participation in class discussions and activities is necessary for the course. Some of the information for the course can be found in the text, but not everything. The lecture will cover additional information and facilitate discussions that you will not want to miss, so come to class.

**Requirements and Evaluation**

- Students should arrive to each class meeting ready to discuss the assigned reading/viewing/playing, and also be prepared to participate meaningfully in group activities—the group activities may sometimes factor into your final mark beyond participation.

- Periodically throughout the semester, students will complete “Missions” that display mastery of the material through creative output and collaboration with other students. Details on these assignments will be outlined at the outset of each assignment.

- For mid-term, students will submit and present a playable, non-digital game of their own design.

- In lieu of a final exam, students will submit a final project by MAY 1st, 11:59 PM Via Bb.

- Third final project may take several forms, including but not limited to:
  - Game Design Document
  - 5-10 page historical paper
  - 5-minute Video
**Online Participation**
Blackboard (Bb) will be your friend in exchanging ideas and communicating with one another during the term. If you have questions on using Bb please ask. I hope you all use the technology to take our discussions past two meetings a week and to get feedback on your assignments.

**Email Policy**
Students must use their MasonLIVE or gmu.edu email accounts to receive important University information, including messages related to this class. See [http://masonlive.gmu.edu](http://masonlive.gmu.edu) for more information.

**Students With Disabilities**
If you are a student with a disability and you need academic accommodations, please see me and contact the Office for Disability Services (ODS) at 993-2474, [http://ods.gmu.edu](http://ods.gmu.edu). All academic accommodations must be arranged through the ODS.

**Honor Code**
George Mason University has an Honor Code that requires all members of this community to maintain the highest standards of academic honesty and integrity. Cheating, plagiarism, lying, and stealing are all prohibited. All violations of the Honor Code will be reported to the Honor Committee.

**University Catalog**
Students are to be aware of the policies listed in the University Catalog: [http://catalog.gmu.edu/](http://catalog.gmu.edu/). University dates concerning withdrawal are not negotiable by the professor. Other questions regarding university and program policies can be directed towards the Assistant Director of CGD (me) outside of class time.

**Grade Breakdown**
- 10% Participation in classroom activities
- 20% Missions (4 throughout the semester)
- 20% Quizzes
- 20% Midterm Presentation and Project
- 30% Final Project