GAME101 002: Intro to Game Design  3 Credit Hours
Instructor: Matthew Randon  Class: Wed. 4:30-7:10 M/T 1005
Office: Adjunct Lounge  Office Hours: By Appointment
Fall Semester 2014  Email: mrandon@gmu.edu

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 during the course term. 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. A strong focus on the elements of game design and process will support class projects. Quizzes and tests will draw from both the reading material and discussions.

The mid-term project will require students to develop a professional game proposal. The final project will require teams of students to develop a game proposal collaboratively, and then create a traditional tabletop game to be played at the end of the course.

Course Objectives
Students who complete this course will:
• Be able to evaluate the video game industry and market
• Understand the basic mechanics of traditional games
• Be able to identify the roles and within a game development team
• Develop a traditional game in a team environment
• Develop a simple video game in a team environment

Course Requirements
During the semester, students should be prepared to discuss the assigned readings, topic assignments, and game examples. In addition, students should be prepared to discuss with the class the status and stage of their project(s).

Participation in class and 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 discuss topics that will be directly reflected on the quizzes and tests. Come to class.

Required Reading

Grading
Grading will be based on the following criteria:
• Participation in weekly assignments (25%)
• Quizzes and Homework (25%)
• Midterm Exam (25%)
• Final Exam (25%)

Scale
100%-90%: A  89%-80%: B  79%-70%: C  69%-60%: D  59%-0%: F
Academic Honesty
All Students are expected to observe the George Mason University Honor Code. For complete information about the University’s policies on academic honesty, please see: http://academicintegrity.gmu.edu/honorcode/

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.

GMU Resources
GMU student information and resources: http://www.gmu.edu/mlstudents/

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.

Calendar of Assignments
Refer to the reading calendar for all reading pacing and major grades for the course. Smaller weekly grades will be assigned in class, and then posted on Blackboard for reference.