GAME 101: Intro to Game Design     3 Credit Hours
Instructor: Matt Nolan
Office: AB 2023
Office Hours: Wednesday 1-3 or by appointment
Email: mnolan4@gmu.edu
Prerequisites: This course may be taken as part of a Minor in Computer Game Design or as a fine art Mason Core course; as such there are no prerequisites.
Lectures: Tues & Thurs 10:30 AM  Room: Art and Design Building Room 1018
Contact:703-993-9591          email:mnolan4@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 will draw from both the reading material and in-class discussions.

The mid-term project will involve groups of students developing a traditional (non-digital) game. The final project will require teams of students to develop a game proposal, a short machinima piece, a 5-10 page historical paper, or use a prescribed game engine to develop their game concept on a computer.

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
Have developed a traditional game in a team environment
Have developed a simple video game in a team environment

Requirements and Evaluation:
At the beginning of each class meeting, 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).

For the mid-term, student teams will submit and present traditional game proposals as well as a playable traditional game of their own design.

During the final exam period, students will submit and present a complete professional GDD (Game Design Document), a machinima piece, a “Vertical Slice” digital game prototype, or a 5-10 page historical paper.

A series of short projects and readings will be assigned to complement most lectures.

Grading will be based on the following terms:
Participation in classroom discussion and activities, Homework (25%)
Mid-term presentation and project (25%)
Quizzes and Individual Projects (25%)
Final presentation and project (25%).

To receive a grade of "A" a student must achieve a minimum average grade of 90% on the course work requirements.
To receive a grade of "B" a student must achieve a minimum average grade of 80% on the course work requirements.
To receive a grade of "C" a student must achieve a minimum average grade of 70% on the course work requirements.
To receive a grade of "D" a student must achieve a minimum average grade of 60% on the course work requirements.
Failure to receive a "D" grade will result in a grade of "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 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.

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 addition.