Graduate Seminar
GAME605
Fall 2018
F 11:30am -12:20 pm
AB1018

Instructor: Prof. Jungmin Kwon, Adjunct Faculty, Computer Game Design
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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.

COURSE DESCRIPTION
This semester, we will focus on Serious Games design. Discussion topics will include but may not be limited to: gamification, behaviorism, rewards system, storytelling, technological aspects, player analysis, assessment and evaluation, ethics, and/or social change related to serious game design.

OBJECTIVES
The purpose of this course is to prepare students as successful game designers who are equipped with professional and responsible knowledge on the effects of games on human behavior and culture. Through this course, students are expected to learn about important contemporary issues in the serious game design industry, and to apply what you have learned into your own game design in the future.

REQUIREMENTS AND EVALUATION
Weekly requirements: Students are expected to actively participate in online discussions. Every Monday
morning, 1-2 discussion question will be posted along with a short reading and/or a video. After reading/viewing the resources, students should participate in the discussion by (1) responding to the discussion question AND (2) responding to at least one other person’s opinion. Therefore, it is expected of the student to write at least TWO responding posts per discussion topic.

Monthly requirements: Students are expected to choose at least one serious game (learning game) per month and play it. You do not need to play it extensively (in fact, please don’t), but need to play it enough to be able to analyze it. The games you play will be used as examples in your discussions.

Mid-terms: This course does not have mid-terms.

Final assignment: For the final assignment, students are required to write an online-magazine-publishable paper on a topic of their choice (related to course content). The topic of the paper may be of any topic from the discussions. Policy, theory, design process, critical game analysis, meta-analysis, experiments, and personal opinion papers are all welcome. The paper must be publishable in an online games magazine or a professional blog. The article you write should be interesting and meaningful for you and others. The actual publishing is up to you- the grades will be solely based on the paper itself, not whether it has been published. However, it is highly recommended that you publish it online to have an influence on the serious games community.

GRADING
Grading will be based on participation in classroom discussions (70%), and final assignment (30%).

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".

Written Material:
All written material must be typed, double-spaced, free of typos, misspellings and grammatical errors, as well as fully footnoted (or end noted) and consistent use of the APA style. If you do not know how or when to footnote, it is incumbent upon you to discover how. Don’t forget to cite, cite, cite…

Honor Code:
Remember George Mason University’s Honor Code. Using other student’s materials (written or visual), using a source without proper citation, buying, borrowing or appropriating material from the web and claiming it as your own all violate ethical standards agreed upon by this institution. Your work should be your own. You can be expelled for a violation of the Honor Code.

COURSE SCHEDULE
Week 1: Introduction, introduce yourselves
Week 2: What are serious games? (Play Game 1)
Week 3: Gamification
Week 4: Behaviorism
Week 5: Motivation
Week 6: Storytelling in serious games (Play Game 2)
Week 7: Technological aspects of serious games
Week 8: Player/learner analysis for game design
Week 9: Sound effects and BGM in serious games
Week 10: Ethics issues in serious games (Play Game 3)
Week 11: Evaluation in serious games
Week 12: AR and VR for serious games
Week 13: Board games (Play Game 4)
Week 14: Games in museums
Week 15: Games for social change (Play Game 5)
Week 16: Final paper due

- Readings for each week will be posted online one week prior to the class.