GAME 399
Serious Games

Military and Simulation

Research and Education

Business and Industry
Objective

The main objective of GAME 399 is to ensure the student understands the principles of game design for serious, persuasive games. This includes: brainstorming and conceptualization, research, planning, discussion of topics, and creating playable and playful solutions to the issues around us. The student will understand the basic principles of serious games history, issues around the topic, sub-genres or areas where it is being used, as well as a better understanding of what types of jobs and companies are doing this type of work. The student will gain an understanding of the concepts of: procedural rhetoric, gamification, and many other important game design tools. The student will develop a strong sense of the fundamentals of game mechanics and flow through the study and implementation of them into their own creations. The student will be able to create their own serious or persuasive games. The student will understand the power and drawbacks associated with serious games and how to design with these implications in mind.

Goals

To create a portfolio of original game designs, games (analog and digital), and written work. To manage your time and group time properly. To get a better understanding of game mechanics and how they interact with gameplay. To understand research principles and improve your writing.
Solution

Through a series of lectures, in-class assignments, homework, and research assignments, students will get a better understanding of serious games. Students will engage with the topic of serious games through their own interests and through their stories.

Project Outline

A series of fun projects for you to understand the complex and growing world of serious games. This series of assignments will help to engage in this process:

- Persuasive vs. Serious Games Ian Bogost VS Clark Abt
- Serious Game Review
- Math Game
Social cohesion game
Research topic resource scavenger hunt
Annotated Bibliography
Community Action through Games
Procedural rhetoric- Ian Bogost
Gamification business analysis and plan
Midterm: Research paper and presentation
Sports
Game Design Documents
NASA Game
Final Project
Portfolio with all Homework written and otherwise, All projects, all notes from class, written readme file to explain contents of the folders and give informal feedback to the professor.

MORE INFORMATION ON ASSIGNMENTS, DUE DATES, AND DETAILED INSTRUCTIONS CAN BE FOUND ON YOUR BLACKBOARD PAGE.

Textbooks

All reading materials will be made available online, through the library, or in class. You will be responsible for coming up with about $25 worth of materials for your poster presentations at midterm.
## Participation

- Come to Class Every Week (See Attendance Policy for more Details)
- Prepare for and actively engage in class discussion (e.g., demonstrate active listening, not distracted by electronics or peers)
- Thoughtfully engage in in-class assignments and activities
- Constructively participate in group activities.
- Participate in class discussion by raising informed discussion points; connecting discussion to reading material, news, and relevant experiences; Asking questions; Listening to other perspectives;
- Sharing the floor with others; and posting thoughtfully to course discussion boards.

## Grading

<table>
<thead>
<tr>
<th>Participation, homework, and mini-projects</th>
<th>25%</th>
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<tbody>
<tr>
<td>Mid-term presentation and project</td>
<td>20%</td>
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<tr>
<td>Final presentation and project</td>
<td>35%</td>
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<tr>
<td>Portfolio</td>
<td>20%</td>
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## Final Grade

<table>
<thead>
<tr>
<th>Final Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>90%</td>
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<tr>
<td>B</td>
<td>80%</td>
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<tr>
<td>C</td>
<td>70%</td>
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<tr>
<td>D</td>
<td>60%</td>
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<tr>
<td>F</td>
<td>Lower than 60%</td>
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### Portfolio Rubric

<table>
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<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homework</td>
<td>ALL including notes</td>
<td>ALL</td>
<td>75%</td>
<td>60%</td>
<td>Less than that</td>
</tr>
<tr>
<td>Written Assignments</td>
<td>ALL including class notes</td>
<td>ALL including class notes</td>
<td>75%</td>
<td>60%</td>
<td>Less than that</td>
</tr>
<tr>
<td>Midterm Project</td>
<td>All Assets documents</td>
<td>All Assets documents</td>
<td>All Assets documents</td>
<td>May be missing components or assets all together</td>
<td>Less than that</td>
</tr>
<tr>
<td>Final Project</td>
<td>All Assets documents</td>
<td>All Assets documents</td>
<td>All Assets documents</td>
<td>May be missing components or assets all together</td>
<td>Less than that</td>
</tr>
<tr>
<td>readme.txt</td>
<td>✅ w/ feedback</td>
<td>✅</td>
<td>✅</td>
<td>✗</td>
<td>✗</td>
</tr>
</tbody>
</table>

Students are expected to build and maintain a portfolio of original sound effects and music. Students are expected to have these sounds saved on a physical drive (USB) named with their first initial and last name. Files should be well organized into categories to facilitate easy review and access to files when working on projects. You should bring this with you every time you come to class. The Portfolio is due one week before your final exam. NO LATE PORTFOLIO WILL BE ACCEPTED!

Disability Services at George Mason University is committed to providing equitable access to learning opportunities for all students by upholding the laws that ensure equal treatment of people with disabilities. If you are seeking accommodations for this class, please first visit http://ds.gmu.edu/ for detailed information about the Disability Services registration.
process. Then please discuss your approved accommodations with me. Disability Services is located in Student Union Building I (SUB I), Suite 2500. Email: ods@gmu.edu | Phone: (703) 993-2474

**Attendance Policy:** Please arrive to class on time. If you are chronically late you will be marked absent. You are allowed ONE unexcused absence. Your second and following unexcused absences will lower your final grade by one letter grade. 5 unexcused absences will result in a final grade of “F”.

**Honor Code Statement:** The integrity of the University community is affected by the individual choices made by each of us. Mason has an Honor Code with clear guidelines regarding academic integrity. Three fundamental and rather simple principles to follow at all times are that: (1) all work submitted be your own; (2) when using the work or ideas of others, including fellow students, give full credit through accurate citations; and (3) if you are uncertain about the ground rules on a particular assignment, ask for clarification. No grade is important enough to justify academic misconduct. Plagiarism means using the exact words, opinions, or factual information from another person without giving the person credit. Writers give credit through accepted documentation styles, such as parenthetical citation, footnotes, or endnotes. Paraphrased material must also be cited, using MLA or APA format. A simple listing of books or articles is not sufficient. Plagiarism is the equivalent of intellectual robbery and cannot be tolerated in the academic setting.

If you have any doubts about what constitutes plagiarism, please see me.

Welcome to the class!