Note:

Course content may be changed, term to term, without notice. The information below is provided as a guide for course selection and is not binding in any form, and should <u>not</u> be used to purchase course materials.

COURSE SYLLABUS

ARTS 474
INTERACTIVE GAME DEVELOPMENT

COURSE DESCRIPTION

The development of arcade, scrollers and strategy games. Familiarity with several typical game development tools that do not require programming and issues such as player controls, sounds, music, and basic animations will be covered. (Note: May be taken twice for credit)

RATIONALE

Games have been a part of mankind from pre-recorded history, and their development has expanded, rather than diminished, as technology has advanced. Computer graphics, 2D and 3D graphics, and animation in particular, have proliferated the number and kind of games at an amazing rate. Gaming has grown to the point of surpassing the film industry in entertainment revenue, and understanding how the industry has developed and where it will go is important. The demand for individuals with these skills is great, especially those who espouse Judeo-Christian principles.

I. **PREREQUISITE**

   For information regarding prerequisites for this course, please refer to the Academic Course Catalog.

II. **REQUIRED RESOURCE PURCHASE**

   Click on the following link to view the required resource(s) for the term in which you are registered: http://bookstore.mbsdirect.net/liberty.htm

III. **ADDITIONAL MATERIALS FOR LEARNING**

   A.   Computer with basic audio/video output equipment

   B.   PC Suggested Minimum Requirements: Intel® Pentium® 4 or AMD Athlon® 64 processor with 64-bit support, 2GB of RAM, Windows XP or later;

   Mac: Multicore Intel processor with 64-bit support, 4GB of RAM, Mac OS X v10.6.8 or v10.7

   C.   Blackboard recommended browsers

   D.   Internet access (broadband recommended)

   E.   Microsoft Word

IV.   **MEASURABLE LEARNING OUTCOMES**

Upon successful completion of this course, the student will be able to:

A.   Discuss the history of electronic game development.

B.   Distinguish between the different game platforms and genres.

C.   Define elements related to game strategy, theory, and gameplay.

D.   Identify the distinct roles and responsibilities of game development team members.

E.   Develop game concepts and proposals.

F.   Apply story and character development to games.

G.   Evaluate the game industry and market.

H.   Convey an understanding of the principles of integration of faith, biblical worldview, and the industry through discussion board forums.

V.   **COURSE REQUIREMENTS AND ASSIGNMENTS**

A.   Textbook readings and lecture presentations/notes

B.   Course Requirements Checklist

After reading the Syllabus and Student Expectations, the student will complete the related checklist found in Module/Week 1.

C.   Discussion Board Forums (3)

The student is required to provide a thread in response to the provided prompt for each forum. Each thread must be at least 250 words and demonstrate course-related knowledge. In addition to the thread, the student is required to reply to 2 other classmates' threads. Each reply must be at least 150 words.

D.   Game Review

This is a group project. After playing an electronic game of the group's choosing, 1 group member will take the input of the other members and write a 500-word research-based paper in current Turabian format that focuses on the review of a publisher-developed electronic game.

E.   Creating a Concept Document

The student will prepare a 3–5-page paper in current Turabian format that is based on a concept for a game that could be presented to a team, company, or funding source. The students will include several components in the project. These are found in the instructions document.

F.   Story and Character Development

The student will write a 3–5-page paper that develops a possible storyline and character development. The paper must include descriptions of 3 characters which include how the characters appear, and the background story for each. The paper must follow current Turabian formatting.

G.   Game Adaptation

This is a group project. After choosing several properties (film, book, television series, CD) that have been approved by the instructor, and for which a game adaptation has not been created, the group will design a digital game that takes advantage of 1 theme associated with the chosen property. Do not attempt to "translate" the entire property into a game environment. This is a concept proposal and must be at least 500 words and follow current Turabian formatting.

H.   Production Plan

The student will research and analyze a U.S. or overseas company (developer, publisher, or hardware manufacturer) that is currently involved in the game development industry then create a plan that will include images, logos, game packaging design, and other visuals. The written portion of this project must be 6–8 pages, and must follow current Turabian formatting.

I.   Quizzes (7)

Each quiz will cover the Reading & Study material for the module/week in which it is assigned. Each quiz will be open-book/open-notes, contain 30 multiple-choice and true/false questions, and have a 1-hour time-limit.

VI.   COURSE GRADING AND POLICIES

A.   Points

Course Requirements Checklist		10
Discussion Board Forums (3 at 30 pts ea)		90
Game Review		125
Creating a Concept Document		150
Story and Character Development		150
Game Adaptation		125
Production Plan		150
Quiz 1	(Chapters 1–2)	30
Quiz 2	(Chapters 3–4)	30
Quiz 3	(Chapter 5)	30
Quiz 4	(Chapter 6)	30
Quiz 5	(Chapters 7–8)	30
Quiz 6	(Chapters 9–10)	30
Quiz 7	(Chapters 11–12)	30
	Total	1010

B.   Scale

A = 900–1010   B = 800–899   C = 700–799   D = 600–699   F = 0–599

C.   Disability Assistance

Students with a documented disability may contact Liberty University Online's Office of Disability Academic Support (ODAS) at LUOODAS@liberty.edu to make arrangements for academic accommodations. Further information can be found at http://www.liberty.edu/disabilitysupport

Course Schedule

ARTS 474

Textbooks: Novak, *Game Development Essentials: An Introduction* (2012).

MODULE/ WEEK	READING & STUDY	ASSIGNMENTS	POINTS
1	Novak: chs. 1–2 2 presentations 1 website	Course Requirements Checklist Class Introductions DB Forum 1 Quiz 1	10 0 30 30
2	Novak: chs. 3–4 2 presentations	Game Review Quiz 2	125 30
3	Novak: ch. 5 1 presentation 1 website	Creating a Concept Document Quiz 3	150 30
4	Novak: ch. 6 1 presentation 1 website	DB Forum 2 Quiz 4	30 30
5	Novak: chs. 7–8 2 presentations 1 website	Story and Character Development Quiz 5	150 30
6	Novak: chs. 9–10 2 presentations	Game Adaptation Quiz 6	30 30
7	Novak: chs. 11–12 2 presentations 1 website	DB Forum 3 Quiz 7	125 30
8	4 websites	Production Plan	150
		TOTAL	**1010**

DB = Discussion Board

NOTE: Each course module/week (except Module/Week 1) begins on Tuesday morning at 12:00 a.m. (ET) and ends on Monday night at 11:59 p.m. (ET). The final module/week ends at 11:59 p.m. (ET) on Friday.