

COCONINO COMMUNITY COLLEGE

COURSE OUTLINE

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Status: Permanent

Date: February 11, 2008
Spring 2010

A. Identification:

1. Subject Area: Computer Information Systems
2. Course Number: CIS 167
3. Course Title: Game Design Fundamentals
4. Credit Hrs: 3
5. Catalog Description:

This course provides students with an introduction to game design and industry history, terminology, and theory.

This will include discussions of theory and practical applications of Elements and Genres of Game. Three lecture. May be taken for S/U credit.

B. Course Goals:

To provide students with necessary history and knowledge of game design to be prepared for professional game development. Design topics include Elements, User Experience, Game Mechanics, Game Balance, and Level Design. Genre topics covered include Action, Strategy, RPG, Sports, and Simulations.

C. Course Outcomes:

Students will:

1. Develop an understanding of elements of Game Design
2. Create and program Video Games
3. Design components and processes of game programming
4. Enhance knowledge of game concepts
5. Implement Game Worlds on computers
6. Improve creative and expressive Play
7. Establish Character Development when creating games
8. Establish consistent development of storytelling and narratives
9. Create an environment for students to experience what the end-user will see
10. Establish a pattern using the core mechanics of gaming and how to program
11. Establish consistency when creating a game –called game balancing
12. Expand and enhance the presentation of the principles of level design
13. Develop an understanding of game genres
14. Establish the differences between sport games, vehicle simulations, and
15. Construction and Management Simulations

D. Course Outcomes Assessment:

At a minimum, methods and techniques used to measure student outcome achievement will include:

1. In-Class Exercises
2. Homework Exercises
3. Midterm Project
4. Final Project – Capstone Game Design Document

E. Course Content:

Will include:

1. Overview of Game Design Elements.
2. Overview of Game Design Genres
3. Documentation and Development of game programming
4. Project Management