

# Syllabus

**Code:** GAME 115

**Title:** Game Concept Design

**Institute:** Humanities

**Department:** Art

**Course Description:** This course will introduce students to basic concepts of game design. Students will learn game design theory and practices. This course will help students to understand the flow of game creation and the decisions that are made during the process. Students will develop an understanding of the different audiences who play games and how to adjust to the needs of a diverse audience.

**Prerequisites or Corequisites:**

**Credits:** 3

**Lecture Hours:** 3

**Lab/Studio Hours:**

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**Required Textbook/Materials:** 2 USB storage devices (one to backup all files); a binder for handouts and notes.

**Additional Time Requirements:**

For information on Brookdale's policy on credit hour requirements and outside class student work refer to [Academic Credit Hour Policy](#).

(Identify open lab or other activities that are required if applicable)

**Additional Support/Labs:**

See <https://www.brookdalecc.edu/academic-tutoring/>

**Course Learning Outcomes:**

Upon completion of this course, students will be able to:

1. Students will learn the process of designing a game
2. Students will be able to determine the mode, tools, audience, and interface for game design
3. Identify preference and select appropriate assets for a diversity of markets

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## **Grading Standard:**

### **Grading Policy for Art Department Programs:**

A student enrolled in an Art Program must maintain a grade of C or better for all courses required in that program. If a student receives a D grade in a required course within a program, that course must be repeated.

### **Grading for all Art Department Courses:**

A student must earn a C grade or better in a prerequisite course in order to register for a course at the next level.

<u>Grades</u>		<u>Grade Points</u>
A	Excellent	4
A-	A-	3.67
B+	B+	3.33
B	Good	3
B-	B-	2.67
C+	C+	2.33
C	Satisfactory	2.0
P	Satisfactory or better	Equal to a C or better; no grade points assigned
D	Marginal	1.0
F	Failing	0
AUD	AUDIT	
W	Withdrawal	

Students will be asked to complete assignments and projects. Projects will be assessed via class critique and rubrics. Students will also be asked to take tests and write papers. Please see the individual Instructor Addendum for grading guidelines.

## **Course Content:**

### ***Unit 1***

The Magic Circle

Students will be introduced to concepts relating to game design elements: rules, victory conditions, story development, concepts of luck and strategy, tools, etc.

### ***Unit 2***

Development Process

Students will be introduced to the various jobs within game design: designer, developer, artist, concept design, prototyping, and testing.

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## **Unit 3**

Sociological Issues

Students will be asked to think about gaming from two ends: “Who plays the game?” and “How does the game affect those who play?”

## **Department Policies:**

### **Art Department Policies**

#### **Attendance Policy:**

Students may receive a failing grade in Art Department courses after three absences.

#### **Lateness Policy:**

Students will not miss more than 15 minutes of a class. This includes arriving late to a class or leaving class early. If a student misses more than 15 minutes of a class, he/she will be considered absent.

## **College Policies:**

As an academic institution, Brookdale facilitates the free exchange of ideas, upholds the virtues of civil discourse, and honors diverse perspectives informed by credible sources. Our College values all students and strives for inclusion and safety regardless of a student’s disability, age, sex, gender identity, sexual orientation, race, ethnicity, country of origin, immigration status, religious affiliation, political orientation, socioeconomic standing, and veteran status. For additional information, support services, and engagement opportunities, please visit [www.brookdalecc.edu/support](http://www.brookdalecc.edu/support).

For information regarding:

- Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the [student handbook](#) and [catalog](#).

## **Notification for Students with Disabilities:**

Brookdale Community College offers reasonable accommodations and/or services to persons with disabilities. Students with disabilities who wish to self-identify must contact the Accessibility Services Office at 732-224-2730 (voice) or 732-842-4211 (TTY) to provide appropriate documentation of the disability and request specific accommodations or services. If a student qualifies, reasonable accommodations and/or services, which are appropriate for the college level and are recommended in the documentation, can be approved.

## **Mental Health:**

24/7/365 Resources:

- Monmouth Medical Center Psychiatric Emergency Services at **(732) 923-6999**
- 2nd Floor Youth Helpline – Available to talk with you about any problem, distress, or hardship you are experiencing. Call or text at **888-222-2228** or visit the website at <https://www.2ndfloor.org/>

Faculty Counselors:

- Students who need to make an appointment with a faculty counselor can do so by calling 732-224-1822 (non-emergency line) during business hours. Faculty counselors are licensed mental health professionals who can assist students and refer them to other mental health resources.

Fall 2024

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**Diversity Statement:**

Brookdale Community College fosters an environment of inclusion and belonging. We promote a safe and open culture, encourage dialogue respecting diverse perspectives informed by credible sources, and uphold the virtues of civil discourse. We celebrate all identities with the understanding that ultimately, diversity, equity, and inclusion cultivate belonging and make us a stronger Brookdale community.

*\*The syllabus is intended to give student guidance in what may be covered during the semester and will be followed as closely as possible. However, the faculty member reserves the right to modify, supplement, and make changes as the need arise.*