

SYLLABUS
PART I
EDISON COMMUNITY COLLEGE
CIT 112S GAME DEVELOPMENT ESSENTIALS
3 CREDIT HOURS

COURSE DESCRIPTION:

Content, creation, and concepts behind the development of genres, story, character, environment, level design, interface design, platform-specific design and audio are examined. The future of the game industry and technologies such as online and mobile game development are explored. Historical elements of gaming, player elements, the gameplay experience, creating world levels, creating the game interface, creating the atmosphere, project development and marketing strategies are included. Prerequisite: CIT 111S or higher level programming language. Lab fee.

COURSE GOALS:

- 1 Apply the game development process when evaluating and writing computer games.
- 2 Identify and define player elements.
- 3 Identify and define game elements.
- 4 Produce a story narrative using storytelling devices, including Gameplay, to enhance players' enjoyment and emotional involvement.
- 5 Produce a character identity using character development elements.
- 6 Use Gameplay, challenges, strategies, interactivity modes, balance and economies to create a game experience.
- 7 Use structure environmental design, perspective, style, temporal and special features in creating a gaming world.
- 8 Discuss player control, manual and visual interface design, and usability
- 9 Discover music, sound design and dialog production in creating a game atmosphere.
- 10 Identify the roles and responsibilities of companies and development team members along with associated tools.
- 11 Identify phases in the game development cycle, along with project management and game documentation.

- 12 Identify the roles of marketing, advertising, public relations, sales, promotions and player communities.
- 13 Discuss the importance of ethics and the role they play in the field of computer games design and programming.

TOPIC OUTLINE:

- 1 Building the foundation
- 2 Player elements
- 3 Game elements
- 4 Creating storytelling narratives
- 5 Creating character identities
- 6 Creating the Gameplay experience
- 7 Creating world levels
- 8 Creating the interface connection
- 9 Creating the audio atmosphere
- 10 Team, process and community strategies
- 11 Developing the production and management process
- 12 Developing the marketing community

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