Lecture, Discussion, Group Work session: Alden 101, Tuesday, Wed. and Thursday 4:30pm to 6:00pm

Course Web page: [http://cs.allegheny.edu/sites/jjumadinova/teaching/191](http://cs.allegheny.edu/sites/jjumadinova/teaching/191)
- You can access course materials on the course web page.

Bitbucket: [https://bitbucket.org/](https://bitbucket.org/)
- Bitbucket, a cloud-based system, will be used by the instructors for sharing course materials and by the students for submitting assignments.
- Repository named, cs191s2017, will be used for sharing course materials.

Slack channel: [https://cs191s2017.slack.com/](https://cs191s2017.slack.com/)
- Slack will be used for discussion and communication outside of the classroom.

Instructors:
- Ben Cammarano
  - Email: bcammarano@allegheny.edu
  - Office hours: By appointment via Slack or email.

- Chris Allison
  - Office: Quigley Hall 210
  - Email: callison@allegheny.edu
  - Office hours: Tuesday, Thursday: 10:30am-11am and 12:30pm-1pm or by appointment only via email.

- Janyl Jumadinova
  - Office: Alden Hall 105
  - Email: jjumadinova@allegheny.edu
  - Office hours:
    - Monday, Wednesday, Thursday: 2:30pm-4:30pm (15 minute slots)
  - To schedule a meeting with the instructor during the office hours, please go to [http://cs.allegheny.edu/sites/jjumadinova/schedule](http://cs.allegheny.edu/sites/jjumadinova/schedule), click on “schedule an appointment” link and select the desirable date and time. You can schedule an appointment outside of the office hours by email.

Academic Bulletin Course Description:
An overview of building a creative, technical and business process for interactive content, such as video games and apps, and the underlying principles behind these processes. Students learn the product development stages including concept development, genre and platform selection, successful game play identification, technical production, and testing. Unique challenges in the field and existing solutions are examined. Student gain experience in the development of the video game design and technical design documents, creation of the business plan, and presentation of their video game design to a panel of entrepreneurs and the course instructor.

Course Objectives:
Students successfully completing this class will have developed:
- A “big-picture” view of entrepreneurship in interactive entertainment.
- An understanding of how to develop video game design concepts.
- The ability to develop the necessary documents to support a video game design.
- An understanding of and a practical experience of pitching the creative video game concepts.
Grading:
The grade that a student receives in this class will be based on the following categories. All percentages are approximate and it is possible for the assigned percentages to be changed during the academic semester, if a need arises to do so.

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Participation</td>
<td>15%</td>
</tr>
<tr>
<td>Assignments</td>
<td>30%</td>
</tr>
<tr>
<td>Final Presentation</td>
<td>35%</td>
</tr>
</tbody>
</table>

The grading categories have the following definitions:

- **Class Participation**: All students are required to actively participate during all of the class sessions. Your participation will take forms of completing class exercises, answering questions about the required reading assignments, and asking constructive questions. You must also regularly participate in the discussions on the Slack channels for this course.

- **Assignments**: Course assignments invite students to develop documents necessary for an interactive entertainment creation and production. These documents include creative pitch, a business plan, production schedule and resource plan, and game design and technical design documents. To best ensure that students are ready to apply entrepreneurship in interactive entertainment techniques in both other classes at Allegheny College and after graduation, students will complete assignments in small teams.

- **Final Presentation**: At the end of the course, all students are required to present their developed idea in class or to a panel of entrepreneurs during the Big Idea Competition.

Assignment Submission:

- All assignments will have a stated due date and are to be turned in electronically on that due date; all assignments must have headers with your name, date, and the Honor Code pledge of the student(s) completing the work. You must follow proper procedures for submitting your completed programs in order for them to be graded. For any assignment completed in a group, students will also peer review each group members’ contribution to the assignment.

- Late assignments will be accepted for up to one week past the assigned due date with a 15% penalty. All of the late assignments must be submitted by the beginning of the session that is scheduled one week after the due date. Unless special arrangements are made with the course instructor, no assignments will be accepted after the late deadline.

Attendance:

- It is mandatory for all students to attend all class sessions. If you will not be able to attend a session, then please see one of the instructors at least one week in advance to describe your situation. Students who miss more than three unexcused sessions will have their final grade in the course reduced by one letter grade. Frequent or prolonged absences due to illness should be documented by the student’s doctor, the Health Center, the Dean of Students’ Office, or the office of Student Disability Services. If you need to miss class due to a religious observance, please speak to one of the instructors in advance to make appropriate arrangements.
Class Preparation:
- In order to minimize confusion and maximize learning, students must invest time to prepare for the class discussions. During the class periods, the course instructors will often pose questions that could require group discussion, the creation of a program or data set, a vote on a thought-provoking issue, or a group presentation.

A Note on extenuating circumstances:
- If you should find yourself in difficult circumstances that significantly interfere with your ability to prepare for this class and to complete assignments, please inform the instructors immediately so that we can work something out together! Do not wait until the last day of class to ask for exceptions to what is stated in this syllabus. In such a situation, you may also find it helpful to contact the campus Counseling Center (332-4368) in 304 Reis Hall, which is open from 8-5 but also has a 24 hour hotline.

Special Needs and Disability:
- Students with disabilities who believe they may need accommodations in this class are encouraged to contact Disability Services at (814) 332-2898. Disability Services is part of the Learning Commons and is located in Pelletier Library. Please do this as soon as possible to ensure that approved accommodations are implemented in a timely fashion.

Honor Code:
- All students enrolled at Allegheny College are bound by the Honor Code. It is expected that your behavior will reflect that commitment. To this end, we expect that you will adhere to the following policy:
  - It is recognized that an important part of the learning process in any course, and particularly in computer science, derives from thoughtful discussions with teachers, student assistants, and fellow students. Such dialogue is encouraged. However, it is necessary to distinguish carefully between the student who discusses the principles underlying a problem with others, and the student who produces assignments that are identical to, or merely variations on, someone else’s work. It will therefore be understood that all assignments submitted are to be the original work of the student submitting the assignment, and should be signed in accordance with the provisions of the Honor Code. Appropriate action will be taken when assignments give evidence that they were derived from the work of others.
  - You are encouraged to periodically review the specifics of the Honor Code as stated in the College Catalogue, The Compass, and elsewhere.
Tentative Course Schedule:

Week 1 (April 3-7): Ben Cammarano discusses the conceptual underpinnings of the video game product development via video conferencing. Students begin developing their design, technical and production plans.

Week 2 (April 10-14): Chris Allison discusses principles of entrepreneurship and creation of the business plan. Students begin developing their business plans for their products.

Week 3 (April 17-21): Ben Cammarano reviews and collaborates with students on refining their product plans through collaboration and feedback via video conferencing.

Week 4 (April 24-28): Students finalize their presentations and documents and present their video game brief to class or to a panel of entrepreneurs during the Big Idea Competition on April 28-29, 2017.