CMPSC 590-02
Game Design and Development
Spring 2021
Syllabus

Course Instructor
Dr. Janyl Jumadinova
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Instructor’s Office Hours

• Tuesday: 10:00 am–11:30 am (15 minute time slots)
• Wednesday: 1:30 pm–2:30 pm (10 minute time slots)
• Thursday: 1:45 pm–2:45 pm (15 minute time slots)

To schedule a meeting with me during my office hours, please visit my web site and click the “Schedule” link in the top left-side corner. Now, you can browse my office hours or schedule an appointment by clicking the correct link and then reserving an open time slot. Students are also encouraged to post appropriate questions to a channel in course’s Slack workspace.

Course Meetings and Resources

1. Discussion and Hands-on Session (via Zoom): Monday 11am–12pm OR Monday 2pm–3pm (attend one)

2. Guest Expert Sessions (via Zoom): TBD (will vary week by week based on the guest availability)

• Course Website: https://www.cs.allegheny.edu/sites/jjumadinova/teaching/203

• Slack Workspace: https://ac-gamedevelopment.slack.com

• Course Calendar

• GitHub Organization: https://github.com/allegheny-computer-science-590-f2020

Course Description

Investigation of the principles of the 2D and 3D graphics, animation, storytelling and the hands-on study of the game development. Through readings, demonstrations, discussions and hands-on activities, students in this independent study will learn foundations of the basics of game design and development. Weekly class activities provide students
with an opportunity to explore specific elements of video game design or development, while the course project will tie these concepts together in a completed video game. Students will learn to develop a game concept, create a prototype of the game, test and improve the game. We will also discuss licensing, marketing, and other business considerations.

**Course Objectives**

1. To understand principles and concepts underlying game design and development.
2. To experiment with narrative development, game design, implementation of the game, including using various platforms and languages.
3. To develop team-working strategies with a diverse range of interactive entertainment members.
4. To gain experience developing a holistic game from the concept generation to a working prototype.

**Course Policies**

**Grading**

The grade that a student receives in this class will be based on the following categories. The grades in each category will be determined based on participation and completion.

- **Class Activities**: 50%
- **Course Project**: 50%

The grading categories have the following definitions:

- *Class Activities*: Your participation will take forms such as presentations, development of sample documentation associated with game creation, and engaging with technical activities. Participation activities are graded on a credit/no-credit basis. If a student is absent for a valid reason (illness, need to quarantine, personal issues, etc.) communicated to the instructor, the participation activity(ies) for that period will be excused.

- *Course Project*: This project will furnish you with the general guidelines and criteria and ask you to conceptualize, design, implement, describe and orally present a small prototype of a game. The course project will be evaluated based on the fulfillment of general criteria.

**Assignment Submission and Evaluation**

All assignments will have a stated due date, communicated via the assignment document for the project or via Slack for class activities. Each assignment should be submitted using the specified mode of delivery. If special arrangements arise making it difficult for you to submit any assignment on time, please contact the instructor.
Recording Policy (prepared by Campus Life and Community Standards Committee)

In remote teaching and learning contexts, there is an understanding that instructors (including faculty, coaches, staff, and facilitators) have the right to record class and discussion proceedings. All other participants must request permission of the instructor in advance before making any additional recordings. An instructor’s pre-recorded material, including lectures and class notes, may not be shared with anyone outside of the course’s current enrollment without the consent of the instructor. Similarly, under no circumstances may a recording, still, screenshot, picture, or any other media of any sort be altered or circulated by anyone outside of its original intent. No content may be distributed outside the circle of participants without the consent of all who appear or are heard. The college community is reminded of Allegheny College’s Recording Policy, outlined in 9.8 of the Faculty Handbook, as well as Allegheny’s Statement of Community. Violations will be referred to the Student Conduct system. Classes may also be recorded if approved as an educational accommodation through the Office of Student Disability Services. Faculty are further reminded that recordings of class activities are educational records protected under FERPA. While students do not have a right to be anonymous in a class in which they are enrolled, they have the legal right to be anonymous to third parties. Please direct questions about FERPA to the Registrar.

Academic Integrity

Allegheny College operates under an Honor Code, to which all students are subject. See The Compass: Student Handbook. You should educate yourself appropriately as to how this applies to you. Plagiarism and other forms of intellectual dishonesty will not be tolerated.

It is understood that an important part of the learning process in any course, and particularly one in computer science, derives from thoughtful discussions with teachers 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. While it is acceptable for students in this class to discuss their programs, data sets, and reports with their classmates, deliverables that are nearly identical to the work of others will be taken as evidence of violating the Honor Code.

Religious Accommodations

If you need to miss class or reschedule a final examination due to a religious observance, please speak to the professor well in advance to make arrangements. See http://sites.allegheny.edu/religiouslife/religious-holy-days/.

Disability Services

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

Learning Commons

If you are not already, you should become familiar with the Learning Commons, located in Pelletier Library (http://sites.allegheny.edu/learningcommons/). Among other things, the staff at the Learning Commons can assist you with study and time management skills, writing, and critical
reading. You should know that if you are having trouble in this class, or if I think you can specifically benefit from their services, I will refer you to the Learning Commons. Experienced peer writing and speech consultants in the Learning Commons help writers and speakers to determine strategies for effective communication and to make academically responsible choices at any stage in the writing or speaking process and on assignments in any discipline. Both appointments and drop-in sessions are available. To view the hours of operation, and to make an appointment, visit the Learning Commons website.

**Statement of Community**

Allegheny students and employees are committed to creating an inclusive, respectful and safe residential learning community that will actively confront and challenge racism, sexism, heterosexism, religious bigotry, and other forms of harassment and discrimination. We encourage individual growth by promoting a free exchange of ideas in a setting that values diversity, trust and equality. So that the right of all to participate in a shared learning experience is upheld, Allegheny affirms its commitment to the principles of freedom of speech and inquiry, while at the same time fostering responsibility and accountability in the exercise of these freedoms.