UTD

Course	**ATEC 4367.001**
Course Title	**Game Design II**
Professor	Josef Nguyen
Term	Fall 2016
Meetings	Mondays, 10:00AM-12:45PM

Professor's Contact Information

Office Phone	972-883-7552
Office Location	ATC 1.513
Email Address	jdn160330@utdallas.edu
Office Hours	Mondays, 2-3PM; Thursdays, 11AM-12PM; and by appointment
Other Information	Please allow up to 24 hours for responses to emails
	Please do not leave voicemail messages on the office phone

General Course Information

Pre-requisites, Co-requisites, & other restrictions	Pre-requisites: ATEC 3351 or ATEC 3352
Course Description	Students in this course will explore the theory and practice of rapid prototyping for digital games by creating a series of small, agile prototypes in a short amount of time. Students will design, create, and playtest small digital games using a variety of tools available online. They will focus on examining both successes and failures, learning how to use those experiences to create better games in the future. The course culminates in the presentation of a redesigned game and pitch presentation for an original digital game of the student's creation.
Learning Outcomes	Students will:

- Learn to think critically about games and game design
- Develop original playable digital games
- Become familiar with a rapid development cycle
- Acquire proficiency in providing feedback on games they make as well as those made by classmates
- Produce a digital game portfolio by the end of the term

Required Texts & Materials	Class is managed by a blog, which is available at: https://gameslikehotcakes.wordpress.com/

There are no textbooks or readers required for purchase for this course.

All readings [if any] will be available online through the course blog.

Students will need access to a copy of GameMaker: Studio, which is available for free online on Steam as well as here: http://www.yoyogames.com/gamemaker

Assignment prompts and other instructions will be made available on the blog. Students will also submit work to the blog.

Course Policies

Grading Criteria

Digital prototypes: 2 "Hello World"s; 10 Game Prototypes	45%
Mid-semester failure analysis paper	10%
Final project: milestones, presentation, redesigned game prototype	30%
Class participation and discussion	15%

Accommodation

Students with disabilities are encouraged to utilize the on-campus resources at the Office of Student AccessAbility. You can contact the office at 972-883-6104 or by email: studentaccessability@utdallas.edu. Their office is located in the Student Service Building (SSB), suite 3.200. They can provide documentation and details for accommodations to address your individual needs. If you need any special accommodations to complete this course successfully, please provide me with this information as soon as possible, so we can make appropriate arrangements.

Classroom Citizenship

It is our responsibility to work together to produce a classroom environment where everyone can share, discuss, and question the materials being discussed respectfully.

Disagreements and conflicting perspectives will, unavoidably, emerge. To ensure that participants feel comfortable voicing a diverse set of thoughts, comments, and views, we will not tolerate harassment, personal attacks, and other forms of actions and expressions that unduly distract from the educational mission at-hand and inflict emotional, physical, or psychological harm on those involved.

Part of the role of encouraging a diverse learning environment is acknowledging that individuals should feel safe and respected to contribute to the classroom. This involves not only allowing everyone opportunities to contribute their thoughts but to be mindful of how we recognize and address others. Do not assume things about others' identities, backgrounds, or experiences—whether that is age, race, gender, sexuality, class, etc… Refer to people by the names, pronouns, and other identifiers that they prefer. Avoid insisting on imposing identity markers onto others. Allow people to self-identify as they feel comfortable.

Please discuss with me any concerns you have regarding an unsafe or hostile classroom environment, particularly if something arises that causes distress.

Late Work

Assignments are due by the start of class. Students will have up to a week to complete any late assignments after they were initially due to receive partial credit (up to 50%). Any submissions completed later than that will result in a 0%.

Prototypes that receive a 7/10 or less on cannot be used for the final project.

Students are responsible for determining what they miss if they are absent.

Respectful and Respectable Content

Since you will be creating original projects in this class, it is in your best interest to be thoughtful about the design choices you make regarding narrative, graphics, and other elements of the game that shape the presentation of the core mechanics you are developing. Remember that what you create for this class reflects not only you as a game designer, a student, and a civic subject, but it also reflects on me as your instructor, the class as a development group, and UT Dallas as a community.

In this spirit, avoid creating game content that is gratuitously and graphically violent as well as potentially offensive and insensitive to the experiences and communities of others without clear critical thought and commentary. Inclusion of specific bodies, cultures, communities, and experiences in your games should be done respectfully and respectably.

Academic Honesty	You are free to (and encouraged) to use open access, open source, and other code, assets, and materials that you have legal license to use. If you do use work done by others in this regard, be sure to give proper credit to the source in your assignments.
	All written work must be original for this class.
	Plagiarism is using the words and materials of others as if they were your own. It is a serious offense with serious consequences. Use proper citation to indicate the use of other people's work to support and strengthen your own. Where appropriate, use standardized licensing credit (GNU public license, Creative Commons, etc…) or citation formats (such as MLA, Chicago, or APA).
	All suspicions of plagiarism will be investigated. For more information on academic honesty, please consult http://www.utdallas.edu/dept/graddean/gsPolDishonesty.htm
Class Attendance	Any absences should include documentation of a valid excuse (family or medical emergency, for example). Unexcused absences may impact course grades. Discuss upcoming potential absences with me to make appropriate arrangements in advance.
	Arriving more than 30 minutes late or leaving more than 30 minutes early, without prior clearance, may be grounds for marking that day as an absence. Failure to prepare for class participation (such as not having done the necessary reading) will also be regarded as conditions for an absence.
Technology in the Classroom	Laptops and computers can be used in the classroom solely for purposes directly pertinent to the activities and discussions at-hand. Do not use computers for other purposes, including but not limited to idle web-surfing, social media management, and completing work for other courses. The use of cell phones is prohibited during class time. I should not see them on your desk or in your hand at any point. Excessive misuse of technology in the classroom will result in an absence for the day.
Campus Carry	For more on campus carry policy, see http://www.utdallas.edu/campuscarry/
Comet Creed	*This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:*
	"As a Comet, I pledge honesty, integrity, and service in all that I do."
UT Dallas Syllabus Policies and Procedures	*The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus. Please go to http://go.utdallas.edu/syllabus-policies for these policies.*

Assignments & Academic Calendar

Week 1:   Monday, 22 August 2016
> COURSE INTRODUCTION AND OVERVIEW
> Review of fundamental game design principles

Week 2:   Monday, 29 August 2016
> "Hello World" Games Due

Week 3:   Monday, 5 September 2016
> NO CLASS MEETING

Week 4:   Monday, 12 September 2016
> Prototype 1 Due

Discuss first prototype experience in class

Week 5:   Monday, 19 September 2016
Prototype 2 Due

Week 6:   Monday, 26 September 2016
Prototype 3 Due

Week 7:   Monday, 3 October 2016
Prototype 4 Due

Week 8:   Monday, 10 October 2016
Prototype 5 Due

Thursday, 13 October 2016
Mid-Semester Failure Analysis Paper Due

Week 9:   Monday, 17 October 2016
Prototype 6 Due

Week 10:   Monday, 24 October 2016
Prototype 7 Due

Week 11:   Monday, 31 October 2016
Prototype 8 Due

Week 12:   Monday, 7 November 2016
Prototype 9 Due

Week 13:   Monday, 14 November 2016
Prototype 10 Due

FALL BREAK   Monday, 21 November 2016
NO CLASS MEETING

Week 14:   Monday, 28 November 2016
Prototype selection in class

Week 15:   Monday, 5 December 2016
Final project milestones in class

Finals Week   TENTATIVELY Monday, 12 December 2016 (11:00AM-1:45PM)
Final Project Due
-5-minute pitch
-redesigned prototype

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.