

**COLLIN COLLEGE
DIVISION OF FINE ARTS**

GENERIC COURSE SYLLABUS

COURSE NUMBER: GAME 1303

COURSE TITLE: Introduction to Game Design and Development

COURSE DESCRIPTION: Introduction to electronic game development and game development careers. Includes examination of history and philosophy of games, the game production process, employee factors for success in the field, and current issues and practices in the game development industry.

CREDIT HOURS: 3 **LECTURE HOURS:** 2 **LABS HOURS:** 4

PREREQUISITE: ARTV 1345

COLLEGE REPEAT POLICY: A student may repeat this course only once after receiving a grade, including “W”.

STUDENT LEARNING OUTCOMES: Describe the history and evolution of video and computer games and game genres; identify the phases and processes involved in developing a computer game; design a simple computer game from initial concept to final design document; and describe current trends in the game industry with regards to hiring practices, working conditions, etc.

COURSE REQUIREMENTS:

1. Attend all scheduled classes.
2. Participate in class discussions and critiques.
3. Complete all exercises, and assignments on time and in a professional manner.
4. Completion of written animation treatment and storyboard for final project
5. Complete all tests, exams and the rendering of final project.

ATTENDANCE POLICY: See Faculty syllabus.

Please see the *Collin Registration Guide* for the last day to withdraw.

Religious Holy Days: Please refer to the current Collin Student Handbook.

AMERICANS WITH DISABILITIES ACT STATEMENT: It is the policy of Collin College to provide reasonable accommodations for qualified individuals who are students with disabilities. This College will adhere to all applicable federal, state and local laws, regulations, and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student’s responsibility to contact the ACCESS office, (SCC-G200) or 972-881-5898 (V/TTD-972-881-5950) in a timely manner to arrange for appropriate accommodations.

ACADEMIC ETHICS: The College District may initiate disciplinary proceedings against a student accused of scholastic dishonesty. Scholastic dishonesty includes, but is not limited to, statements, acts, or omissions related to applications for enrollment or the award of a degree, and/or the submission of

one's own work material that is not one's own. Scholastic dishonesty may involve, but is not limited to, one (1) or more of the following acts: cheating, plagiarism, collusion, use of annotated texts or teacher's editions, and/or falsifying academic records.

Plagiarism is the use of an author's words or ideas as if they were one's own without giving credit to the source, including, but not limited to, failure to acknowledge a direct quotation.

Cheating is the willful giving or receiving of information in an unauthorized manner during an examination, illicitly obtaining examination questions in advance, copying computer or Internet files, using someone else's work for assignments as if it were one's own, or any other dishonest means of attempting to fulfill the requirements of a course.

Collusion is intentionally or unintentionally aiding or attempting to aid another in an act of scholastic dishonesty, including but not limited to, failing to secure academic work, providing a paper or project to another student; providing an inappropriate level of assistance; communicating answers to a classmate during an examination or any other course assignment; removing tests or answer sheets from a test site, and allowing a classmate to copy answers.