

CM 142
Introduction to Video Game Design

TR 11:30a-12:45p
LAAKEA 110
3 Credits

Instructors:

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Course Description:

This course offers an introduction to the fundamentals of video game and application design, development, and deployment through project-based challenges that culminate in a publishable application.

Course Overview:

Apps have become a part of the everyday life. It is a growing field that includes production, deployment, and marketing on multiple platforms. This course will teach students the basics of game and application design, development, and deployment. Over the semester students will work on project-based tasks culminating as an application to be published. Projects will include research, analysis of existing apps, and creation of new apps. Each project is designed to develop skills and knowledge related to game and app development. By the end of the course students will also have gained skills related to project management, process documentation, and communication skills.

Course Outcomes:

By the end of the course, students should be able to:

- Define and use terminology specific to the game and app development industries.
- Identify and apply good industry practices for project and time management
- Apply fundamental computer programming concepts in app and game development.
- Utilize programs like the Unity3D game engine to create games and apps for deployment.
- Publish a completed application with appropriate documentation and developer support.

Grading:

Written Blogs.....	10%
Independent Challenges.....	40%
Independent Project(s)	30%
Attendance, Attitude, Discussions.....	20%

Course Expectations:

This course is designed to be hands-on, comprehensive introduction video game design. Students enrolled in this course will be expected to have access to a PC or MAC computer at home for completion of homework and project assignments. Students will be expected to maintain a development blog to track assignment progress, understanding of concepts, and to share their project's development with classmates and facilitators. Students will also be expected to complete the required homework reading, recorded video essays, and research.

Plagiarism Policy:

This course will follow the academic integrity of the institution. For more information, refer to the Windward policies, procedures, and guidelines <https://windward.hawaii.edu/policies/>. As this is a design course, working with other students may happen naturally and is encouraged. Most project work is designed to be independent, but if you do work with other students, give them credit in a clear manner.

Changes to syllabus:

This syllabus is subject to change as necessary during the semester. As the course progresses, the pace of the course will determine what items from the curriculum we can get to. If a change occurs, it will be thoroughly addressed during class.