GAME DEVELOPMENT ESSENTIALS
AN INTRODUCTION

Fourth Edition

ASSIGNMENTS
INSTRUCTOR NOTES

Industry News Presentation

This assignment is a great way of encouraging participation and lateral learning throughout the entire course. You might also want to apply some concepts covered in class to these discussions. For online courses, students may post links to articles of interest and pose questions related to the articles – leading a discussion with the rest of the class. For examples of reliable game news resources, refer to the "News Sites" section in the *Student Resources* area of the GDE Series website (https://gdeseries.com/student-resources).

Game Review

Online students may post 500-word descriptions. Game features can be found throughout Part II (Chapters 5-9) of *Game Development Essentials: An Introduction (4th Edition)*. Reference: Chapters 1-2 of *Game Development Essentials: An Introduction (4th Edition)*. For examples of game reviews, refer to the "News Sites" section in the *Student Resources* area of the GDE Series website (https://gdeseries.com/student-resources).

Pitch Session

For online courses, students may still split up into groups and have separate discussions *or* may work together as a class to pitch one idea to the instructor. Reference: Chapters 2-6 for examples of platforms, player modes, goals & genres, story & character elements and gameplay elements.

Organizational Overview

Online students may post 500-word descriptions. This could also be a group assignment, where each group creates a presentation focusing on a different organization. Reference: Chapters 1 and 10 of *Game Development Essentials: An Introduction (4th Edition)*.

Career Analysis

This could also be a group assignment, where each group creates a presentation focusing on a different team role. Reference: Chapters 10-12 of *Game Development Essentials: An Introduction (4th Edition)*.