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| **SYLLABUS****(10-week course)****DESCRIPTION**This course is an introductory overview of the electronic game development process and underlines the historical context, content creation strategies, and industry trends. The course will also explain how games are produced, tested and released. The game industry is the fastest growing segment of the entertainment market and an excellent field for career advancement.**REQUIRED TEXT**Novak, J. (2022). *Game development essentials: An introduction (4th ed.).* Novy Publishing.COURSE OBJECTIVESUpon completion of this course, you should be able to:1. Discuss the history of electronic game development.
2. Distinguish between the different game platforms and genres.
3. Define elements related to game strategy, theory and gameplay.
4. Identify the distinct roles and responsibilities of game development team members.
5. Analyze and develop game concepts and proposals.
6. Apply story and character development to games.
7. Evaluate the game industry and market.

**METHODS OF EVALUATION***Assignments*: Readings, participation in class discussions, solo and group presentations, exercises, assignments, projects, and exams.*Grading Criteria:*Attendance/Participation (including industry news presentations & activities) - 10% Mid-Term – 15%Projects – 60% (20% each)Final (non-cumulative) – 15%

| 90-100 | A | Exceptional |
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| 80-90 | B | Above Average |
| 70-80 | C | Average |
| 60-70 | D | Below Average |
| Below 60 | F | Failing  |

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|  LESSON PLAN

| **Week** | **Topic** | **Reading** |
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| 1 | History of game development & platforms | Ch 1-2 |
| 2 | Genres & player marketsPROJECT #1 DUE | Ch 3-4 |
| 3 | Storytelling & character development  | Ch 5 |
| 4 | Gameplay strategy & game theory | Ch 6 |
| 5 | MIDTERM REVIEWPROJECT #2 DUEMIDTERM EXAM |  |
| 6 | Level & interface design | Ch 7-8 |
| 7 | Audio | Ch 9 |
| 8 | PROJECT #3 DUE Development team & cycle | Ch 10-11 |
| 9 | Business cycle & player communitiesFINAL REVIEW | Ch 12  |
| 10 | FINAL EXAM |  |

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