



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 OBJECTIVES

Upon completion of this course, you should be able to:

- A. Discuss the history of electronic game development.
- B. Distinguish between the different game platforms and genres.
- C. Define elements related to game strategy, theory and gameplay.
- D. Identify the distinct roles and responsibilities of game development team members.
- E. Analyze and develop game concepts and proposals.
- F. Apply story and character development to games.
- G. 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
80-90	B	Above Average
70-80	C	Average
60-70	D	Below Average
Below 60	F	Failing



LESSON PLAN

Week	Topic	Reading
1	History of game development & platforms	Ch 1-2
2	Genres & player markets PROJECT #1 DUE	Ch 3-4
3	Storytelling & character development	Ch 5
4	Gameplay strategy & game theory	Ch 6
5	MIDTERM REVIEW PROJECT #2 DUE MIDTERM 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 communities FINAL REVIEW	Ch 12
10	FINAL EXAM	