



**SYLLABUS**  
(16-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) - 5%
- Mid-Term – 10%
- Projects – 45% (15% each)
- Assignments – 30% (10% each)
- Final (non-cumulative) – 10%

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	Ch 1
2	Platforms	Ch 2
3	Genres ASSIGNMENT #1 DUE	Ch 3
4	Player markets	Ch 4
5	Story & character development PROJECT #1 DUE	Ch 5
6	Gameplay strategy & game theory	Ch 6
7	ASSIGNMENT #2 DUE MIDTERM REVIEW	
8	MIDTERM EXAM	
9	Level design	Ch 7
10	Interface design ASSIGNMENT #3 DUE	Ch 8
11	Game audio (music, sound & dialogue)	Ch 9
12	Development team PROJECT #2 DUE	Ch 10
13	Development cycle	Ch 11
14	Business cycle & player communities	Ch 12
15	PROJECT #3 DUE FINAL REVIEW	
16	FINAL EXAM	