STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK

MASTER SYLLABUS

GAME 361 – Professional Practices in Game Development

Created by: Ryan Hewer

Canino School of Engineering Technology
Decision and Graphic Media Systems
Spring 2021

A. **TITLE**: Professional Practices in Game Development

B. **COURSE NUMBER:** GAME 361

C. **CREDIT HOURS (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity):**

 # Credit Hours: 3

 # Lecture Hours per Week: 3

 # Lab Hours per Week:
Other per Week:

Course Length (# of Weeks): 15

D. **WRITING INTENSIVE COURSE**: No.

E. **GER CATEGORY: No.**

F. **SEMESTER(S) OFFERED: Fall/Spring**

G. **COURSE DESCRIPTION:**

In this course, students will dive deep into the contemporary state of the game industry, examining the complex relationship between developers, publishers and games marketing, look at the industry from the perspective of those who work within it, and examine case-studies of both successful and not-successful indie developers. Students will develop professional pitches and practice delivery in a realistic environment. Likewise, students will structure resumes to a format typical for the games industry, practice mock-interviewing skills and practice negotiation using carefully designed case-studies. Students will also hone their craft of game design with a view to finding the elusive combination of challenge, competition, and interaction that players seek. Students will examine the fundamental elements of game design, then go to work prototyping, playtesting and iterating around their own ideas using exercises that teach essential design skills.

H. **PRE-REQUISITES/CO-REQUISITES:**

a. Pre-requisite(s): GAME210
b. Co-requisite(s):
c. Pre- or co-requisite(s):

I. **STUDENT LEARNING OUTCOMES:**

Course Student Learning Outcome [SLO]	***PSLO***	***GER***	***ISLO***
a. Navigate the complex relationship between developers, publishers, distributors and consumers.	PSLO2 - Research, organize, evaluate, and document gathered information		5: Industry, Professional, Discipline Specific Knowledge and Skills

	for a comprehensive examination of the design process and manage a professional game design, development, and production workflow, including development roles and the specific skill sets required by each role, in order to develop a successful career path.		
b. Follow a creative design process to improve the originality and quality of game concepts.	PSLO2 - Research, organize, evaluate, and document gathered information for a comprehensive examination of the design process and manage a professional game design, development, and production workflow, including development roles and the specific skill sets required by each role, in order to develop a successful career path.		1O/W: Communication Skills. Oral/Written
c. Work in groups with differentiated roles to build on strengths and improve deficiencies.	PSLO1 - Present working prototypes and listen to, analyze and evaluate, and respond critically to the ideas of others.		4T: Social Responsibility/Teamwork
d. Give and accept criticism of game concepts.	PSLO4 - Recognize the underlying principles guiding the relevant visual, audio, interactive, and narrative		2CA: Critical Thinking, Critical Analysis

	aesthetics of an animation or a game		
e. Prototype a product.	PSLO3 - Students will explore, evaluate, and analyze assigned projects through group critique.		3IM: Foundational Skills, Information Management
f. Develop their negotiation skills with mock exercises.	PSLO1 - Present working prototypes and listen to, analyze and evaluate, and respond critically to the ideas of others.		4T: Social Responsibility/Teamwork
g. Practice resume development and interview skills as they pertain to the games industry.	PSLO3 - Students will explore, evaluate, and analyze assigned projects through group critique.		5: Industry, Professional, Discipline Specific Knowledge and Skills

KEY	**Institutional Student Learning Outcomes [ISLO 1 – 5]**
ISLO #	**ISLO & Subsets**
1	**Communication Skills** Oral [O], Written [W]
2	**Critical Thinking** *Critical Analysis [CA] , Inquiry & Analysis [IA] , Problem Solving [PS]*
3	**Foundational Skills** *Information Management [IM], Quantitative Lit,/Reasoning [QTR]*
4	**Social Responsibility** *Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]*
5	**Industry, Professional, Discipline Specific Knowledge and Skills**

J. APPLIED LEARNING COMPONENT: Yes__X___ No_____

If Yes, select one or more of the following categories:

Classroom/Lab_X_
Internship___
Clinical Practicum___
Practicum___
Service Learning___
Community Service___
Civic Engagement___
Creative Works/Senior Project___
Research___
Entrepreneurship___
(program, class, project)

K. TEXTS: None

L. REFERENCES: None

M. EQUIPMENT: PC and Macintosh Computer Lab with Microsoft Office, Unity, Godot and Adobe Creative Suite installed.

N. GRADING METHOD: A-F

O. SUGGESTED MEASUREMENT CRITERIA/METHODS:

- Projects as Assigned
- Final Project
- Exams
- Participation

P. DETAILED COURSE OUTLINE:

Week One
"Introduction to Game Industry and Design"
Week Two
"Design: System Dynamics and Conceptualization"
Week Three
"Design: Prototyping"
Week Four
"Design: Interfaces and Testing"
Week Five
"Design: Functionality and Completeness"
Week Six
"Design: Internal Economies"
Week Seven
"Design: Progression"
Week Eight
Midterm Exam
Week Nine
"Industry: Money"
Week Ten
"Industry: Labor"
Week Eleven
"Industry: Production Pipeline"
Week Twelve
"Industry: Marketing and Early Access"
Week Thirteen
"Industry: Professional Negotiation"
Week Fourteen
"Industry: Intellectual Property / Crowdfunding Primer"
Week Fifteen
"Industry: Moving from Amateur to Professional"
Week Sixteen
"Industry: Stay Ahead of the Curve"

Q. LABORATORY OUTLINE: N/A