2. General Information

Date
11/16/2016

Department
Computing Sciences

Course Prefix:
CSC

Course Number:
141

Course Title:
Introduction to the Game Industry

3. Course Information

Credit Hours
3

Lecture Contact Hours
3

Laboratory Contact Hours

Other Contact Hours

Catalog Description
Introduction to Game Industry emphasizes the current state of the industry with a focus on the process of game development. Students will explore Agile production techniques and emulate the division of roles within a game studio (e.g. producer, artist, engineer, and designer) while collaborating on a long term project to create a game. This course is designed for the AS Game Programming and Design student.

New Analysis Question

Prerequisites

Co-requisites

Grading Scheme
Letter Grade

This course can be taken more than once for credit
This course is designated as satisfying a requirement in the following SUNY Gen Ed category

First Year Experience
Capstone

4. FLCC Values

College Learning Outcomes Addressed by the Course

Inquiry
Interconnectedness
Vitality
Perseverance

5. Course Learning Outcomes

Course Learning Outcomes

1: Utilize the process of collaborative software production to develop a simple game.
2: Analyze and reflect on the departments, structure, and general operations of game companies.
3: Outline the requirements for collaboration with external contributors.

6. Program Affiliation

This course is required as a core program course in the following program(s)

AS Game Programming and Design

8. Outline of Topics Covered

Outline of Topics Covered in Course

New Analysis Question

Outline of Topics Covered

I. Introduction
   o How Games Are Made
   o The Evolution of Games
   o Overview of Game Genres
   o Overview of Game Platforms
II. Game Development Cycle
   o The Production Cycle
   o The Production Team
   o Scheduling and Budgets
III. Documenting the Idea
   o The Elements of Game Play
   o Committing Ideas to Paper
   o The Game Design Document
o Technical Review
IV. Implementing the Vision
  o Coding the Game
  o Visualizing the Game
  o Hearing the Game
V. Elements of Game Design Implementation
  o Interface Design
  o Math and Logic and Artificial Intelligence
  o Storytelling in Games
  o Prototyping and Building Playfields
  o Completing the Game
VI. The Business Side of Games
  o Marketing the Game
  o Economics of the Game Industry
  o Breaking into the Game Industry