2. General Information

Date
11/16/2016

Department
Computing Sciences

Course Prefix:
CSC

Course Number:
241

Course Title:
Fundamentals of Game Design

3. Course Information

Credit Hours
3

Lecture Contact Hours
3

Laboratory Contact Hours

Other Contact Hours

Catalog Description
This course focuses on designing player-centric games and conveying these to a development team. Students will study elements of a game design document, develop sample documents to communicate their game concepts, and produce games in teams. Topics to be covered include elements of gameplay, game concepts, core mechanics, level and world design, character development and design, and storytelling and narrative. Industry games will be critiqued on how well they embody player-centric design. This course is designed for the AS Game Programming and Design student.

New Analysis Question

Prerequisites
CSC 141

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
Perseverance

5. Course Learning Outcomes

Course Learning Outcomes

1: Outline the key components of a player-centric video game including core mechanics, user interface, and the storytelling engine.
2: Construct essential elements necessary to compose a complete game design document.
3: Collaboratively produce games with a focus on adhering to a game design document.
4: Analyze the effects that design choices have on commercially published games.

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. The Elements of Game Design
   o Games and Videogames
   o The Design Process
   o Game Concepts
   o Game Worlds
   o Creative and Constructive Play
   o Character Development
   o G. Storytelling and Narrative
   o H. Creating the User Experience
   o Gameplay
   o J. The Internal Economy of Games
o K. Game Balancing
o L. General Principles of Level Design

II. The Genres of Games
o Action Games
o Strategy Games
o Role-Playing Games
o Sports Games
o Vehicle Simulations
o Construction and Management Simulations
o Adventure Games
o Artificial Life, Puzzle Games, and Other Genres
o Online Games
o The Future of Gaming