
CSI/CMS 294 - Introduction to Game Design – FALL 2019

Professor: Shaun D. Ramsey, Ph.D. (Dr. Ramsey with he/him/his pronouns)

Email: sramsey2@washcoll.edu (preferred contact method)

Office: DUNN N106a

Office Hours: TR 12:45 - 1:45pm, W 3:30-4:30 (or by drop-in and appointment)

QSC Drop-In: M 6-7pm, Th 4-6pm in DUNN N103 (Based on last semester – may change)

Class meetings: 294 TR 11:30-12:45

Text: Games, Design and Play: A Detailed Approach to Iterative Game Design
by John Sharp, Colleen Macklin

Web: <http://shaunramsey.com/class/19FALL/294.html>

Overview and Advising: Game Design will focus on many aspects of game development. In this course, we will first learn to break down games into fundamental pieces. Along the way we will be building the tools to develop game ideas and pitch games of our own. We will construct working game development documents, work on prototypes and eventually demonstrate our games using the Unity framework. The tools applied in this class can be applied to board game design, video game design, and many kinds of storytelling. Iteration is encourage and enforced throughout the structure of the class and group work is heavily encourage and given heavy incentives. This class does not require prior programming experience, although some access to someone who has developed some code will be useful. So, if you are new to programming, make sure to pair up with someone who is not. But there are also a TON of resources out there to help you get prepared. So drop by office hours or the QSC hours.

You will receive experience points for many activities as described below. With enough experience, you'll gain a level. Your final grade will be based on accumulated levels. These point scores may be adjusted up and down if some course activities are altered.

Grade to Level:

GRADE	LEVEL
A	10
B	9
C	8
D	7
F	6

You receive a maximum amount of experience points for completed journal entries (~50 ea), Group Reports (20-30ea), Group Demos (100 ea), Homework Submissions (~100 ea), and Final Project Submission (1000).

There are a few strange ways to lose experience points. Missing class, failing to help your group, coming to class late, leaving early, or disrupting the class may all cause you to lose experience points. You can even lose levels this way! Come, participate, and be present!

Levels are defined by accruing enough experience points. Levels are defined as:

Levels based on XP TOTAL:

LEVEL	EXPERIENCE POINT TOTAL
10	3500
9	3000
8	2500
7	2250
6	2000
5	1100
4	600
3	300
2	100
1	0

Attendance: Attendance is mandatory in this course. On your sixth absence in a MWF course or your fourth absence in a TTh course, you automatically fail the course. As a matter of courtesy, you are expected to notify Dr. Ramsey before class describing the reason of your absence. You must be present on the day of an exam or you will receive a 0. There is no distinction between excused and unexcused absences. It is quite likely that I will email you to discuss the reasons you have missed the class, but it is ultimately your duty to keep track of your absences and to contact me. Missing a class may result in missed classwork and/or quizzes. There are no make-up quizzes or classwork. It is your responsibility to obtain assigned homework, announcements and class notes from a classmate. Coming late (or leaving early) to class will also count against you. In this case, every two late arrivals and departures (lates) count as an absence. Missing more than 15 minutes of a class counts as a full absence. Thus, for MWF, you fail the course with 12 lates or 6 absences or any mix of the two that add up to 6. Examples are: 2 lates and 5 absences, 4 lates and 4 absences, 6 lates and 3 absences, and so on. In addition, attendance is a portion of your grade as described in the grade breakdown.

Lateness: As a general rule, late assignments receive a grade of 0. I encourage you to do the assignments! We learn this material by doing it!

Accommodations: If you have an accommodation that has been reported to the college, please let me know as soon as possible so I can work to meet your accommodation. Please notify me of any necessary accommodation at least two weeks prior to the requirement so we can make it happen. If you suspect you might need an accommodation, I recommend that you speak with OAS as soon as possible.

Academic Honesty: You are always subject to the Honor Code of Washington College. Always sign the honor code on materials that you hand in (including homework and exams). All work must be your own. When handing in any assignment, including a program, you are required to cite every reference, including web pages. Failure to do so will be considered plagiarism. For exams in this course, you will be expected to sign the honor code and you may be audio, image, or video recorded.

Career Center: It is important to utilize all the resources available to you. The Career Center is a wonderful center dedicated to helping you. You can receive mock interviews there, attend a career fair, and even attend a workshop on graduate school admissions. For more information on these programs and other ways to connect with the Center for Career Development, please contact Nanette Cooley at ncooley2@washcoll.edu.

Quantitative Skills Center: The Quantitative Skills Center (QSC) is a free tutoring service provided to the students of Washington College. The QSC is located on the main floor of the Miller Library. The QSC has drop in hours and appointment hours available to fit all schedules. The appointment sessions are one-on-one with a student tutor. Drop in hours will usually be with a small group and you can feel free to come and go as you please during the available times. See the top of this syllabus for the CS times! Please go to the Quantitative Skills Center website, washcoll.edu/offices/quantitative-skills-center, for more information

or contact the Director, Kerrin Ehrensbeck by email at kehrensbeck2@washcoll.edu.

Counseling Center: We all experience stressful and difficult events as a normal part of life. As your instructor, I am not qualified to serve as a counselor, but I am a useful ear. So please feel welcome to open a discourse with me. I may guide you to a counselor and if you do need an actual counselor, Washington College offers counseling services on-campus that are available to you at no cost. All counseling services provided are completely confidential and in no way connected to your academic record. I strongly encourage you to take advantage of this valuable resource. Please contact The Office of Counseling Services at 410-778-7261, or email: vanderson2@washcoll.edu to schedule an appointment.

General Tentative Schedule:

Week 1	Toxicity and Basic Elements
Week 2	Basic Tools and Action Theory
Week 3	Crampton-Smith, Player Types, and Ideas
Week 4	Design Values and Brainstorming, Unity Pt 1
Week 5	Paper Prototypes and Case Study, Unity Pt 2
Week 6	Swaps and Iterates and DEMO
Week 7	Pitch and Fall Break
Week 8	DEMO Design Changes and Unity Pt 3
Week 9	Pitch DEMO and Game Design Documents
Week 10	Unity Pt 3 Demos and Workday
Week 11	Lens Day and Workday
Week 12	Lens Day and Proto DEMO
Week 13	Lens Days
Week 14	Lens Day and ThanksGiving
Week 15	Presentations

Note: This document and other materials are available from the website listed above.