

## CSI/CMS 194 - Introduction to Game Design – FALL 2020

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

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

**Office:** DUNN N106a - but, I won't be on campus

**Office Hours:** Tu: 1:30-2:15, W 3:30-4:15, Th 3:30-4:15 (or by drop-in and appointment)

**Discord:** <https://discord.gg/94VUrxj>

**Class meetings:** 194 TR 2:30-3:45

**Text:** The Art of Game Design by Jesse Schell

**Web:** <http://shaunramsey.com/class/20SPRING/194.html>

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**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. Then, we'll iterate on this process and also begin using a simple code block framework to prototype some more. For those interested in diving deeper into building games, Unity has many tutorials and is the default entry to game design. The tools applied in this class can be applied to board game design, video game design, and many kinds of storytelling. Iteration is encouraged 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.

### Grade Breakdown:

Boardgame Project:	25%
CoSpace Project:	25%
Homework, Assignments and Topic Presentations:	15%
Journals:	25%
Video Game Proposal:	10%

Grading will be a bit different for this class. Journals, homeworks, and the game proposals categories will be graded by me in a normal/regular way. The boardgame project and cospace project will be graded differently. I will assign you and your project a grade as per usual. However, your group will also assign one another grades as well as assign your group, as a whole, a grade. Your grade will then become the combination of these. You will give a self reflection and a description for these decisions as you do so. In the end, I do reserve the right to change these grades as the faculty of the course, but I hope your honest reflections will resolve into natural grades for these portions of your grade.

We'll have different topic presentations throughout the semester. These groups may differ from your larger project groups and so I decided to split them out in a separate percentage. You should be able to get to your grade at any time using canvas.

Journals will occur roughly weekly with different prompts. Journals should be typed and roughly 250 words unless otherwise noted. The point is to be thoughtful and introspective.

Answer the journal prompt thoroughly, but ultimately I want to see actual thought put into these topics. It is about more than just getting through a prompt or filling out a grade. These should be about your own self development, thoughts, introspection and journey. Journals should be submitted as pdf. In my version of word, you can go to "File" menu and then "Export" and it will allow you to create a PDF from your existing document. Reach out to your group, professor, if you need some assistance.

Your final game proposal is linked to your journals. There are two threads in this course. One that pushes through the group discussions, boardgame project and its iterations and finally, the cospace projects and iterations. In the other thread, we'll be working more individually on developing and pushing forward and toward a video game design.

**Attendance:** Attendance is strongly encouraged and will be tracked.

**Lateness:** I reserve the right to give any late assignment a score of 0.

**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. All work must be your own. When handing in any assignment you are required to cite every reference, including web pages. Failure to do so will be considered plagiarism.

**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](mailto:ncooley2@washcoll.edu).

**Quantitative Skills Center:** The QSC can help you with all your number needs! Struggling in a class with numbers? Want to check over your work before handing it in? Just like working with a knowledgeable tutor nearby? Then the QSC is for you! The Quantitative Skills Center is a tutoring service provided to all members of the Washington College community. Even though we may be apart this semester, we are still here to help. Consider making a virtual one-on-one appointment. For more information and to view a brief video guide, visit our website. Appointments need to be reserved two days in advance, so be sure to think ahead! To make appointments go here: <https://washcoll.mywconline.com/>

**Counseling Center:** We all experience stressful and difficult events as a normal part of life and especially right now. 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](mailto:vanderson2@washcoll.edu) to schedule an appointment.

**General Tentative Schedule:**

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Week 1	Syllabus and Toxicity
Week 2	Basic Tools and Elements of Game Design
Week 3	The BrainStorm Part I
Week 4	Board Demo Part I
Week 5	Board Demo Part II and Brainstorm Part II
Week 6	Paper Prototypes
Week 7	The 10 Page Pitch Documents
Week 8	Spring Break
Week 9	Guest Speaker and Pitch Day
Week 10	Pitch Day and TD Demos
Week 11	Unity and Work
Week 12	Lens Day and Work Day
Week 13	Lens Day and Work Day
Week 14	Lens Day and Work Day
Week 15	Demos and Presentations

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