

# Course Syllabus

CS 1010 - Introduction to Computer Science

- Instructor: Garth Tuck
- Office: Technical Education 111B
- Office Hours: Monday & Wednesday 9:30 am - Noon
- Phone: 801-626-7958
- E-mail: [gtuck@weber.edu](mailto:gtuck@weber.edu)
- Classroom: Technical Education 105
- Class Times: Tuesday & Thursday 9:30 am - 10:50 am

## Textbook:

- *Fundamentals of Game Design*, Ernest Adams
- Publisher: New Riders; 2 edition (September 24, 2009)
- ISBN-10: 0321643372
- ISBN-13: 978-0321643377

## Objective:

- This course examines and analyzes the history and impact of interactive entertainment (video games, computer games, and simulations) and its technology on an individual and society from the perspective of the game designer and player.
- Students take a critical look at the artistic, technical, cultural, economic and social aspects of this expressive medium.
- Students will analyze how advances in hardware have driven game design and capability.
- Coursework will enable students to better understand the design implications of the game in terms of ethics, creativity and socio-cultural impact.
- Students will be required to play video and computer games outside of the regularly scheduled class times. Students will work as a team to design a game.
- A lab fee is required for this class.

## Class:

Class will consist of weekly lectures, discussions, individual and group assignments, group work, and a final project. Questions and comments are encouraged. It is expected that students will read the material related to each week's coursework.

## Individual Assignments:

- There will be weekly assignments for the class, worth 50 points each.
- Assignments will consist of research, written projects.
- The specifics of each assignment will be given the first time we meet each week (Monday) and posted on WSU Online.
- Assignments are due (on Monday) before class the a week after given (unless otherwise specified).
- Late assignments will be accepted with a 10% penalty for up to an additional week.
- Assignments count for 55% of the final grade.

## Group Work:

- There will be group assignments, worth 100 points each.
- The specifics and due dates of the group assignments will be given throughout the semester and posted on WSU Online.
- Group assignments count for approximately 25% of the final grade.

## Final Group Project:

- There will be a Final Group Project for this course.
- The specifics of the project will be given incrementally throughout the semester.
- The Final Project is worth approximately 15% of the final grade.

## Group Project Peer Evaluation:

- Each student will be evaluated by group members on the student's contribution to the group work.
- The evaluation will count for 5% of the final grade.

## Allocated Time:

You should anticipate spending two to three hours of study per week for each credit hour of a university course.

## Honesty policy:

CS Department policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in:

1. an automatic failing grade for the class and
2. a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.

What constitutes cheating? As per the WSU Student Code in the PPM:

The following activities are specifically prohibited:

a. Cheating, which includes but is not limited to:

- i) Copying from another student's test;
- ii) Using materials during a test not authorized by the person giving the test;
- iii) Collaborating with any other person during a test without authorization;
- iv) Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official
- v) Bribing any other person to obtain any test;
- vi) Soliciting or receiving unauthorized information about any test;
- vii) Substituting for another student or permitting any other person to substitute for oneself to take a test.

b. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers;

c. Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit;

d. Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process;

e. Giving, selling, or receiving unauthorized course or test information;

f. Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity;

g. Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.

### Students with Disabilities:

"Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center. SSD can also arrange to provide course materials (including the syllabus) in alternative formats if necessary." For more information about the SSD contact them at 801-626-6413, [ssd@weber.edu](mailto:ssd@weber.edu), or <http://departments.weber.edu/ssd>

Date	Day	Details	
Aug 29	Thu	<a href="#">Chapter 1: Games and Video Games</a> <a href="https://weber.instructure.com/courses/256114/assignments/1216106">https://weber.instructure.com/courses/256114/assignments/1216106</a>	due by 9:30am
		<a href="#">I have read the Syllabus...</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1213581">https://weber.instructure.com/courses/256114/assignments/1213581</a> )	due by 11:59pm
Sep 3	Tue	<a href="#">Chapter 2: Design Components and Processes</a> <a href="https://weber.instructure.com/courses/256114/assignments/1216121">https://weber.instructure.com/courses/256114/assignments/1216121</a>	due by 9:30am
		<a href="#">Create The Ball Game</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1215952">https://weber.instructure.com/courses/256114/assignments/1215952</a> )	due by 10:50am
Sep 10	Tue	<a href="#">Chapter 3: Game Concepts</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216123">https://weber.instructure.com/courses/256114/assignments/1216123</a> )	due by 9:30am
		<a href="#">Game Play Mode</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1215989">https://weber.instructure.com/courses/256114/assignments/1215989</a> )	due by 9:30am
Sep 12	Thu	<a href="#">Chapter 13: Action Games</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216124">https://weber.instructure.com/courses/256114/assignments/1216124</a> )	due by 9:30am
Sep 16	Mon	<a href="#">Action Games Sub-genres</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1213803">https://weber.instructure.com/courses/256114/assignments/1213803</a> )	due by 11:59pm
Sep 17	Tue	<a href="#">Chapter 4: Game Worlds</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216126">https://weber.instructure.com/courses/256114/assignments/1216126</a> )	due by 9:30am
Sep 19	Thu	<a href="#">Chapter 14: Strategy Games</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216127">https://weber.instructure.com/courses/256114/assignments/1216127</a> )	due by 9:30am
Sep 23	Mon	<a href="#">Game Review - Strategy Games</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1319956">https://weber.instructure.com/courses/256114/assignments/1319956</a> )	due by 11:59pm
		<a href="#">Top Strategy Games of All Time</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1319963">https://weber.instructure.com/courses/256114/assignments/1319963</a> )	due by 11:59pm
Sep 24	Tue	<a href="#">Chapter 5: Creative and Expressive Play</a> <a href="https://weber.instructure.com/courses/256114/assignments/1216131">https://weber.instructure.com/courses/256114/assignments/1216131</a>	due by 9:30am
Sep 26	Thu	<a href="#">Chapter 15: Role-Playing Games</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216132">https://weber.instructure.com/courses/256114/assignments/1216132</a> )	due by 9:30am
Oct 1	Tue	<a href="#">Chapter 6: Character Development</a> ( <a href="https://weber.instructure.com/courses/256114/assignments/1216135">https://weber.instructure.com/courses/256114/assignments/1216135</a> )	due by 9:30am

		<a href="https://weber.instructure.com/courses/256114/assignments/1326210">Game Review - Role-Playing Games (https://weber.instructure.com/courses/256114/assignments/1326210)</a>	due by 9:30am
Oct 3	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216139">Chapter 16: Sports Games (https://weber.instructure.com/courses/256114/assignments/1216139)</a>	due by 9:30am
Oct 7	Mon	<a href="https://weber.instructure.com/courses/256114/assignments/1215991">Character Development (https://weber.instructure.com/courses/256114/assignments/1215991)</a>	due by 9:30am
Oct 8	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216141">Chapter 7: Storytelling and Narrative (https://weber.instructure.com/courses/256114/assignments/1216141)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1338209">Game Review - Sports Games (https://weber.instructure.com/courses/256114/assignments/1338209)</a>	due by 9:30am
Oct 10	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216143">Chapter 17: Vehicle Simulations (https://weber.instructure.com/courses/256114/assignments/1216143)</a>	due by 9:30am
Oct 15	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216144">Chapter 8: User Interfaces (https://weber.instructure.com/courses/256114/assignments/1216144)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1340143">Game Review - Vehicle Simulations (https://weber.instructure.com/courses/256114/assignments/1340143)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1216064">Game Worlds - Presentation (https://weber.instructure.com/courses/256114/assignments/1216064)</a>	due by 9:30am
Oct 17	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216153">Chapter 18: Construction and Management Simulations (https://weber.instructure.com/courses/256114/assignments/1216153)</a>	due by 9:30am
Oct 22	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216179">Chapter 9: Gameplay (https://weber.instructure.com/courses/256114/assignments/1216179)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1313590">Game Review - Action Games (https://weber.instructure.com/courses/256114/assignments/1313590)</a>	due by 11:59pm
Oct 24	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216181">Chapter 19: Adventure Games (https://weber.instructure.com/courses/256114/assignments/1216181)</a>	due by 9:30am
Oct 28	Mon	<a href="https://weber.instructure.com/courses/256114/assignments/1353744">Game Review - Construction and Management Simulations (https://weber.instructure.com/courses/256114/assignments/1353744)</a>	due by 11:59pm
		<a href="https://weber.instructure.com/courses/256114/assignments/1353751">Game Review - Adventure Games (https://weber.instructure.com/courses/256114/assignments/1353751)</a>	due by 11:59pm
Oct 29	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216182">Chapter 10: Core Mechanics (https://weber.instructure.com/courses/256114/assignments/1216182)</a>	due by 9:30am
Oct 31	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216183">Chapter 20: Artificial Life and Puzzle Games (https://weber.instructure.com/courses/256114/assignments/1216183)</a>	due by 9:30am
Nov 5	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216195">Chapter 11: Game Balancing (https://weber.instructure.com/courses/256114/assignments/1216195)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1216059">Core Mechanics (https://weber.instructure.com/courses/256114/assignments/1216059)</a>	due by 9:30am
Nov 7	Thu	<a href="https://weber.instructure.com/courses/256114/assignments/1216200">Chapter 21: Online Gaming (https://weber.instructure.com/courses/256114/assignments/1216200)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1362652">Game Review - Artificial Life and Puzzle Games (https://weber.instructure.com/courses/256114/assignments/1362652)</a>	due by 11:59pm
Nov 12	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216213">Chapter 12: General Principles of Level Design (https://weber.instructure.com/courses/256114/assignments/1216213)</a>	due by 9:30am
		<a href="https://weber.instructure.com/courses/256114/assignments/1364109">Game Review - Online Gaming (https://weber.instructure.com/courses/256114/assignments/1364109)</a>	due by 9:30am
Dec 3	Tue	<a href="https://weber.instructure.com/courses/256114/assignments/1216079">Game Design Document - Final Project (https://weber.instructure.com/courses/256114/assignments/1216079)</a>	due by 9:30am
Other		<a href="https://weber.instructure.com/courses/256114/assignments/1365499">Roll Call Attendance (https://weber.instructure.com/courses/256114/assignments/1365499)</a>	