Course Syllabus

CS 1010 - Introduction to Interactive Entertainment

Instructor's Information

- **Name:** Garth Tuck
- **Title:** Assistant Professor
- **Department:** Computer Science
- **Office Location:** Technical Education 111B
- **Office Hours:** Monday & Wednesday 9:00 am - 11:30 am
- **Office Phone:** 801-626-7958
- **E-mail:** gtuck@weber.edu

Communication (outside of class):

If you have any questions about the course or need assistance, please contact me in person or by telephone during office hours; or via WSU Online at any time; or E-mail.

Course Website

Supplementary information for the course is available on WSU Online. The Web site contains class notes, PowerPoint slides, class announcements, the course syllabus, tests, and other information for the course. Also, you will submit the end-of-chapter assignments via WSU Online on the due date.

Meeting place & times

- **Classroom location:** Davis Campus Building 2 - Room 301
- **Meeting Times:** Tuesday & Thursday 7:30 am - 8:45 am

Required Textbook

- **Title:** Fundamentals of Game Design (3rd Edition)
- **Authors:** Ernest Adams
- **Publisher:** New Riders; 3 edition (December 27, 2013)
- **ISBN-10:** 0321929675
- **ISBN-13:** 978-0321929679

Course Description

This course examines and analyzes the history, philosophy, and impact of digital entertainment (video and computer games along with simulations) on an individual and society.

Course Rational

Students take a critical look at the artistic, but also the cultural, economic and social aspects of this expressive medium. Students imagine and articulate their own ideas and work through a series of projects helping them understand the creative challenges behind interactive entertainment design. Implications of certain values embedded in games will be discussed. Elements of the ethical code of conduct for a game creator will be formulated. The issue of balancing individual creativity vs. socio-cultural impact will also be discussed.

Grading and Evaluation Criteria:

- **15%** of your grade will be based on game reviews that you will create and discuss on line.
- **25%** of your grade will be based on individual & group projects.
- **20%** of your grade is based on the completion assignments. The assignments vary in form and you are typically given a weeks time to complete it.
- **25%** of your grade is based on a midterm and a final examination. Both examinations are cumulative and given in a varied format. An in-class review will be held prior to each examination.
- **15%** of your grade is based on quizzes. Quizzes are announced one day in advance and may vary from three to five questions that may be in any format.

<table>
<thead>
<tr>
<th>Grade</th>
<th>Range</th>
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<tbody>
<tr>
<td>A</td>
<td>100% to 94%</td>
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<tr>
<td>A-</td>
<td>&lt; 94% to 90%</td>
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<td>B+</td>
<td>&lt; 90% to 87%</td>
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<tr>
<td>B</td>
<td>&lt; 87% to 84%</td>
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<tr>
<td>B-</td>
<td>&lt; 84% to 80%</td>
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<tr>
<td>C+</td>
<td>&lt; 80% to 77%</td>
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C  < 77% to 74%
C-  < 74% to 70%
D+  < 70% to 67%
D   < 67% to 64%
D-  < 64% to 61%
E   < 61% to 0%

Topics and Timeline

<table>
<thead>
<tr>
<th>Week</th>
<th>Topics</th>
<th>Reading</th>
<th>Assignment</th>
<th>Quiz</th>
<th>Exam</th>
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<tbody>
<tr>
<td>1</td>
<td>Games And Video Games</td>
<td>Chapter 1</td>
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<td>Designing And Developing Games &amp; The Major Genres</td>
<td>Chapter 2 &amp; 3</td>
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<td>Understanding Your Player</td>
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<td>Game Concepts &amp; Game Worlds</td>
<td>Chapter 7 &amp; 8</td>
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<td>Creative And Expressive Play</td>
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<td>Character Development</td>
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<td>Storytelling</td>
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<td>Core Mechanics</td>
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<td>Game Balancing</td>
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<td>General Principles Of Level Design</td>
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Expectations

**What I expect from you**

This course requires you, the student, to be in control of your learning. Since you are in control, you need to be disciplined enough to stay up to date with the course. The following tips will help you succeed in the course:

**Attendance:** This one is simple...come to class during the scheduled times prepared to listen, learn and share.

**Canvas login:** Log in to Canvas regularly to view announcements and check your progress. You may need to log in multiple times a day when group submissions/discussions are due.

**Manage your time:** This requires good planning. Good planning allows you to plan for the unexpected sickness, travel requirements, Internet outages etc. Allow for four hours/week in class and you an additional 2-4 hours of work outside the classroom.

**Keep track of due dates:** Use the calendar tool on Canvas to keep track of due dates. Print out the schedule at the end of the syllabus, and watch for updates on Canvas.

**What your peers expect from you**

**Classroom Etiquette:** In any social interaction, certain rules of etiquette are expected and contribute to more enjoyable and productive communication. Please follow the guidelines outlines [here](http://www.weber.edu/FYE/old_sidebar/etiquette.html)

**Netiquette:** The following tips for interacting online are adapted from guidelines originally compiled by Chuq Von Rospach and Gene Spafford.

- Remember that the person receiving your message is someone like you, someone who deserves and appreciates courtesy and respect.
- Be brief. Succinct, thoughtful messages have the greatest impact.
- Your messages reflect on YOU. Take time to make sure that you are proud of their form and content.
- Use descriptive subject headings in e-mail messages.
- Think about your audience and the relevance of your messages.
- Be careful with humor and sarcasm; without the voice inflections and body language of face-to-face communication, Internet messages can be easily misinterpreted.
- When making follow-up comments, summarize the parts of the message to which you are responding.
- Avoid repeating what has already been said. Needless repetition is ineffective communication.
- Cite appropriate references whenever using someone else’s ideas, thoughts, or words.

**What you can expect from me**
As your instructor, I am committed to providing a quality learning experience through thoughtful planning, implementation, and assessment of course activities. I am also committed to being readily available to you throughout the semester by...

- being attentive to your needs in class,
- being available to chat by appointment outside of class during my office hours,
- by replying to you email or online questions within 1 to 2 business days (a business day is Monday-Friday 7:30am-4:30pm)
- and by returning graded course work within 72 hours of each assignment's due date.

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.

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, or http://departments.weber.edu/ssd

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<th>Day</th>
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