Course Description:

Games have been played for thousands of years. People love to find ways to entertain themselves. In this course, the student becomes the game master! Students will learn the basics of gaming, from what makes games fun to what makes them work. Students will explore all types of games in this course, including mental games, board games, and video games. The course focuses on developing a student's ability to recognize good gameplay mechanics and the steps necessary to produce a game. This course does NOT require students to know or learn a programming language. The emphasis is on the history and design of games and the different careers available in the game industry.

Course Objectives:

- Demonstrate an understanding of current trends and the historical significance of both electronic and nonelectronic games. Students will analyze different game systems and identify how these systems have influenced consumer technology.
- Analyze the core tasks and challenges of video game design and explore the methods used to create and sustain player immersion.
- Demonstrate mastery of game art and multimedia, including music, sound, art, and animation.
- Understand the impact of games and the role of play in human culture. Analyze the ethics and global impact of the game industry.

Required Materials:

In course.

Course Overview:

- Intro to Gaming
  - Learn to Play
  - Benefits of Play
  - Basics of Gameplay, Part 1
  - Basics of Gameplay, Part 2
  - Genres
- The Game Experience
  - Levels
  - Perspective
  - World
  - Characters
  - A Distinct Experience
- Art in Gaming
  - Fundamentals of Art in Gaming
  - 3-D Effects
  - Story
  - Cutscenes
  - Other Roles in Game Art
- Game Design
  - Programming and User Experience
  - Game Design & Level Editing

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- - Positive Impacts
  - Player Immersion
  - Prototyping I
- Platforms and Hardware
  - Consoles and PCs
  - Internet, Mobile, and Tablet Games
  - Hardware
  - Other Members of the Design Team
  - Prototyping II
- Games in the World
  - Video Games' Contribution to the Market
  - Video Games' Impact in Industry
  - Copyrights & Trademarks
  - Piracy