

**City University of Hong Kong
Course Syllabus**

**offered by School of Creative Media
with effect from Semester A 2017/18**

Part I Course Overview

Course Title: The Art and Design of Computer Games

Course Code: SM6330

Course Duration: 1 semester

Credit Units: 3 credits

Level: P6

Medium of Instruction: English

Medium of Assessment: English

Prerequisites:
(Course Code and Title) Nil

Precursors:
(Course Code and Title) Nil

Equivalent Courses:
(Course Code and Title) Nil

Exclusive Courses:
(Course Code and Title) Nil

Part II Course Details

1. Abstract

Through a combination of lectures and tutorials, this course aims to help students understand how computer games are made, and equips them with a basic understanding of the potential computer games and playable media have for artistic expression and creative authorship. The topics covered include an overview of game design / development tools, game design / development process including pitching of one's ideas, preparation of a design document and basic game design principles. The course will equip the students with rudimentary skills in game technology and game prototyping tools, allowing prototyping their own game ideas.

2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs	Weighting (if applicable)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	A2	A3
1.	Identify common tools and processes for game prototyping and production		✓		
2.	Recognise the expressive potential of computer games		✓	✓	
3.^	Apply their understanding of various game elements to create a game design and prototype it using common tools		✓	✓	✓
4.	Appreciate game designs and complexities		✓	✓	
		100%			

^ Negotiated Learning Outcome (NLO) explicitly articulating the elements of Discovery oriented learning.

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

3. Teaching and Learning Activities (TLAs)

(TLAs designed to facilitate students' achievement of the CILOs.)

TLA	Brief Description	CILO No.				Hours/week (if applicable)
		1	2	3	4	
Lectures	Lectures on the art and design of games and on game design, development, and production processes	✓	✓	✓	✓	
Tutorials	Hands-on tutorial sessions using common game design, development, and prototyping tools	✓	✓	✓	✓	
Presentations	Pitch presentation of their final project ideas	✓	✓	✓	✓	
Final projects	Final playable media creative project	✓	✓	✓	✓	

4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No.				Weighting	Remarks
	1	2	3	4		
Continuous Assessment: 100%						
In-class participation	✓	✓	✓	✓		
Presentation	✓	✓	✓	✓		
Final playable media creative project	✓	✓	✓	✓		
Examination: 0% (duration: ---, if applicable)						
					100%	

5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
1. Participation and Performance	This assessment task reviews students' participation and performance in discussions, debates and peer critique during the tutorial sessions. The evidence of 'negotiation', the sign of discovery, lies in students' pre-class preparation and interpersonal sensitivity to his/her peer members.	<ul style="list-style-type: none"> - Active in-class participation, positive listening, strong ability to stimulate class discussion and comment on other points - In-depth pre-class preparation and familiarity with peer reports and other materials - Interpret others' views with an open mind and ready to negotiate - Readiness to share personal insight via analysis and synthesis with informed views - Constructively critical, thus facilitating the discovery of new issues 	<ul style="list-style-type: none"> - Active in-class participation, positive listening, ability to initiate class discussion and comment on other points - Adequate pre-class preparation and familiarity with peer reports and other materials - Interpret opinions effectively 	<ul style="list-style-type: none"> - Attentive in in-class participation, listening with comprehension, but only infrequently contributing - Adequate pre-class preparation but little familiarity with peer reports and other materials - Fair ability in interpreting opinions 	<ul style="list-style-type: none"> - Unmotivated to participate in class discussion or comment on other people's views - Little pre-class preparation and familiarity with peer reports and other materials - Poor ability in interpreting opinions 	<ul style="list-style-type: none"> - Unwilling to participate in class discussion and comment on other points, even when requested by the teacher - No pre-class preparation and familiarity with peer reports and other materials - Minimal ability in interpreting opinions -

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
2. Presentation	This assessment will grade on content and fluency of presentation. Students should show their co-operation to conduct a well-organized presentation with their own argument and evidence from readings and notes. The threshold of 'discovery' lied in a student's self initiatives to conduct additional research and to personalize theories for her/his personal daily experience.	<ul style="list-style-type: none"> - Rich, informative content, excellent grasp of the material with in-depth and extensive knowledge of the subject matter - Rigorous organization, coherent structure, and systematic exposition with a strong sense of narrative - Superior presentation skills: distinct pronunciation, fluent expression and appropriate diction, exact time-management - Critical analysis with insightful comments opening up new issues, or suggesting the ability to theorize 	<ul style="list-style-type: none"> - Adequate content with firm grasp of the material that informs the audience on a subject matter - Reasonable organization, balanced structure and composition - Good verbal communication: comprehensible pronunciation, fluent expression and diction, fair time-management 	<ul style="list-style-type: none"> - Adequate content with comprehensive grasp of the material demonstrating basic knowledge of the subject matter - Fair organization, weak structure and composition - Fair presentation skills: acceptable pronunciation, expression and diction, fair time-management 	<ul style="list-style-type: none"> - Weak content, loose grasp of the general ideas with some knowledge of the subject matter - Poor organization, structure and composition - Poor presentation skills: marginal pronunciation, expression and diction, poor time-management 	<ul style="list-style-type: none"> - Inadequate content, fail to identify the general ideas with knowledge of the subject matter - No organization, structure or/and composition - Poor presentation skills: marginal pronunciation, expression and diction, minimal time-management

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
3. Final Playable Media Creative Project	Students should demonstrate ability to utilize primary and secondary sources, execute creative ideas and projects. The threshold of 'discovery' lies in a student's proactively turning theory into praxis, to transform course material into self-owned authorship.	<ul style="list-style-type: none"> - Work has strong affective quality and the articulation of personal styles and signature - Excellent appreciation, exploration and/or application of the aesthetic and expressive qualities of the medium - Work raises questions and instill insights about the process of conception, creative strategization and production - Innovative exploration by combining knowledge from different disciplines (e.g. mathematics, psychology, physics, anthropology, etc.) to create an inter-disciplinary project 	<ul style="list-style-type: none"> - Strong appreciation, exploration and/or application of the aesthetic and expressive qualities of the medium - Ability to create project/ work that demonstrate the processes of thinking and creative exploration - Proper adjustment of plans and strategies in response to resources (time, space, equipment, etc.) available and constructive feedback/ suggestions 	<ul style="list-style-type: none"> - Basic appreciation and/or application of the aesthetic and expressive qualities of the medium - Limited ability to create project/ work that demonstrate the processes of thinking and creative exploration - Adjustment of plans and strategies in response to resources (time, space, equipment, etc.) available 	<ul style="list-style-type: none"> - Marginal appreciation of the aesthetic and expressive qualities of the medium - Marginal ability to create project/ work that demonstrate the processes of thinking and creative exploration - Limited adjustment of plans and strategies in response to resources (time, space, equipment, etc.) available 	<ul style="list-style-type: none"> - No appreciation of the aesthetics and expressive qualities of the medium - Fail to create project/ work that demonstrate the processes of thinking and creative exploration - Minimal adjustment of plans and strategies in response to resources (time, space, equipment, etc.) available

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
		- Efficient adjustment of plans and strategies in response to resources (time, space, equipment, etc.) available with constructive adjustment				

Note: All A+/A/A- grade assignment should comply with the highest performance of Discovery-oriented learning.

Part III Other Information (more details can be provided separately in the teaching plan)

1. Keyword Syllabus

(An indication of the key topics of the course.)

Game design, game design principles, game prototyping, creative game design, game design tools, game design documents

2. Reading List

2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

1.	Björk, S. & Holopainen J. (2003). "Game Design Patterns." In <i>Proceedings of Level Up. 1st International Digital Games Research Conference</i> . Utrecht University: DiGRA; Utrecht University. http://www.digra.org/dl/db/05163.15303.pdf .
2.	Fullerton, T. (2008). <i>Game Design Workshop. A Playcentric Approach to Creating Innovative Games</i> . 2nd ed. Amsterdam; Boston: Elsevier Morgan Kaufmann.
3.	Salen, K. & Zimmerman, E. (2003). <i>Rules of Play: Game Design Fundamentals</i> . MIT Press.

2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

1.	"The Anatomy of a Design Document." Gamasutra. <i>The Art & Business of Making Games</i> .
2.	Bateman, C. & Boon, R. (2005) <i>21st Century Game Design</i> . CRM.