

Instructor: Michael Hackett
Department: Computer Science
Course Section: CSCI 125/900
Location: Online
Office: C3-1Q
Office Hours: No office hours during summer sessions
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Course Description

This course introduces students to professional video game and simulation development, including the modern video game industry and its historical development, game analysis and design, game programming technology and practices, graphics and sound technology used in games and simulations, and ethical issues related to video games and simulations. Students will learn about the game development process for both serious and casual games and the roles that various professionals play in that development. They will engage in a semester-long project to design, build, and publish an entry-level computer-based video game using a game development engine.

Textbook

The Art of Computer Game Design (Crawford, 1984)

ISBN-13: 978-0881341171

This textbook is no longer in print but will be provided to students free of charge in electronic, PDF format.

Learning Outcomes

Demonstrate an overall understanding of the modern game and simulation industry and its historical development.

Demonstrate an overall understanding of critical issues in video games and simulation design and the ability to analyze a game based on these issues.

Demonstrate an understanding of video game programming technology and practices, and the ability to perform introductory-level game programming using a common game development engine.

Demonstrate a general understanding of the graphics and sound technology used in games and simulations.

Demonstrate an understanding of common ethical issues related to the creation and use of computer-based games and simulations and the ability to rationally discuss such issues.

Student Contributions

1. Attendance: Since this is an online course, attendance will not be taken in the traditional sense. **Merely logging in does not constitute attending.** Attendance is defined as submitting an assignment, contributing/posting to an online discussion, or engaging the instructor with coursework-related questions. **Students who do not actively attend/participate for one and a half weeks will be administratively dropped from the course, per college policy.**
2. Canvas: Grades, assignments, discussions, and all other course materials will be posted to our Canvas site in the appropriate module. All assignment submissions will be done through Canvas.
3. Assignments/Discussions: All work must be submitted by **11:59:00 PM** Eastern Time on the date they are due. Assignments must be completed independently and require a considerable amount of time at a computer to complete. Please allow for at least 6-8 hours per week for assignments.

To progress through the course, you must submit your assignments. Upon submitting an assignment, the next course module will unlock.

- a. Lateness: Assignments will have 3 points deducted and discussion posts will have 50% of its total points deducted when submitted after the due date/time.
 - b. Corrupt or Incorrect Files: You are responsible for ensuring you submit the correct assignment files and the files uploaded are not corrupted. **Resubmissions will not be granted for submitting wrong/corrupt files.**
 - c. Resubmissions: You may resubmit an assignment multiple times before it is graded. **After an assignment has a grade, resubmissions will not be accepted regardless of the score.**
4. Cheating: A zero-tolerance policy for academic dishonesty will be enforced. Plagiarism or cheating in any form will **not** be tolerated and result in a failing grade for any and all involved. Plagiarism and cheating includes, but is not limited to, submitting work copied or completed by other someone other than yourself.

The first occurrence of cheating will result in a zero for the assignment as well as a written warning for all persons involved.

The second occurrence of cheating will result in an F for the course for all involved. A formal complaint of academic dishonesty will be filed.

For more information, refer to the Academic Dishonesty policy in the Student Handbook.

5. Student Conduct: It is expected that all students show courtesy and respect for each other and for administrative officers, faculty, and employees. All forms of harassment or intimidation are prohibited and will be dealt with in accordance with college policy. See the Student Handbook for more information.
6. Cancellations: Since this is an online class, it will be unaffected by college closings.
7. Extra Credit/Final Grades: Extra credit will **not** be offered. Requests for extra credit, special grading treatment, and/or breaking from policies outlined in this syllabus will be ignored.

8. It is your responsibility to discuss any problems you may have with this course with the instructor so that advice can be given and/or tutoring can be arranged, if available.

Title IV Financial Aid

Effective Fall 2000, students who receive Title IV financial aid funds and who withdraw from ALL classes before completion of 60% of the term, i.e., the 10th week (or its equivalent for summer terms) may be required to return all of or a portion of their financial aid award. If it is determined that funds must be returned to the financial aid programs, students must make satisfactory payment arrangements within 45 days of notification or they will become ineligible for further financial aid funding. For further information, see the Financial Aid Withdrawal, Refund & Repayment Policy in the College Catalog.

Americans with Disabilities Act

As per the Americans with Disabilities Act (ADA), reasonable accommodations can be provided to students who present current documentation of a disability to CCP’s Center on Disability, located in Room BG-39 of the Bonnell Building.

Reasonable accommodations cannot be provided for a course until the student registers with the Center on Disability. For more information, please contact the Center on Disability by calling 215-751-8050.

Course Evaluation

Assignments	60 total points
Discussions	40 total points
Total	100

Grading Scale

Grade	Points
A	90 - 100
B	80 - 89
C	70 - 79
D	60 - 69
F	0 - 59

Course Schedule

Module 1	Introduction to Unity	May 14 – May 21
Module 2	Creating a 2D Game	May 21 – May 28
Module 3	Using a 2D Game Kit	May 28 – June 4
Module 4	Simulating a 3D Object	June 4 – June 11
Module 5	Simulating a 3D Object and Physics	June 11 – June 18
Module 6	Visual Effects	June 18 – June 25
Module 7	Final Week / Course Wrap-up	June 25 – June 28

Each module has one assignment that must be submitted in order to unlock the next module.

You will be prevented from proceeding with the course until you submit the module’s assignment.