

UNIVERSITY OF CALGARY  
DEPARTMENT OF ART

**COURSE OUTLINE**

**Art (ART) 503 – L01**  
**Computer Game Design**  
Winter 2013  
MW 13:00 – 14:30 AB 641

**Instructor:** J R Parker  
**Office Location:** AB 611  
**Office Phone:** 403 220 6784  
**E-Mail:** jparker@ucalgary.ca  
**Web Page:** www.ucalgary.ca/~jparker  
**Office Hours:** T 4:30 PM W 2:30 PM

**Course Description**

The game design process will be explored, including a history of video games, genres, game mechanics, design documents, and a summary of the development process. The focus will be on design, rather than development, and the artistic and creative assets, rather than the software. Students will design a game and will create a playable prototype. The principles will be applicable to other sorts of games, and to media art in general.

**Prerequisites &/or Co-requisites**

Prerequisite(s): [Art 331](#) or consent of the Department.  
Antirequisite(s): Not for credit with [Fine Arts 507.06](#) or [507.07](#).

**Objectives of the Course**

Students completing this course should be able to:

- Explain how computer games function internally and their role in society and academia.
- Show a distinction between serious games and other forms of computer and video game.
- Demonstrate a facility with game design and development tools.
- Appreciate distinctions between genres, especially so far as design and implementation details are involved.
- Distinguish between web-based, real time PC, console, portable, and cell phone platforms and be able to develop for two of these.
- Conduct a basic game design process within a small team..
- Explain how computer games for a type of media; the role of games in communicating ideas. .
- Understand research into game 'effects', and whether games instigate violence. Students should have a better appreciation of gender issues in games.

## Textbooks and Readings

Web site contains notes and suggested readings:

<http://www.minkhollow.ca/art503/>

## Assignments and Evaluation

Assignments	15%
Initial High Concept	10% (Week 4)
Group High Concept	15%
Group Initial design	15%
Prototype	20%
Final Design	25%

Note: It is the student's responsibility to keep a copy of each submitted assignment.

Please hand in your assignments directly to your instructor. If this is not possible, you can use the drop box outside of AB 608. Assignments that are put into the drop box will be date-stamped and placed in the instructor's mailbox.

## Registrar-Scheduled Final Exam – NO

### Additional Information

N.A.

### Approved optional &/or mandatory supplementary fees

N.A.

### Course Activities

N.A.

### Grading Method/Grading Scale:

Percentage	Grade	G.P.A.	Grade Definition
96-100	A+	4.0	Outstanding
90-95	A	4.0	Excellent-superior performance, showing comprehensive understanding of subject matter.
85-89	A-	3.7	
80-84	B+	3.3	
75-79	B	3.0	Good – clearly above average performance with knowledge of subject matter generally complete.
70-74	B-	2.7	
65-69	C+	2.3	
60-64	C	2.0	Satisfactory – basic understanding of the subject matter.
55-59	C-	1.7	
53-54	D+	1.3	
50-52	D	1.0	Minimal pass – marginal performance; generally insufficient preparation for subsequent courses in the same subject.
0-49	F	0	Fail – unsatisfactory performance or failure to meet course requirements.

## **Internet and Electronic Communication Device Information**

N.A.

## **Academic Accommodation**

For more information go to <http://www.ucalgary.ca/drc/node/46>

## **Academic Standing**

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/f.html>

## **Deferral of Exams/Term work**

It is possible to request a deferral of term work or final examination(s) for reasons of illness, accident, family or domestic affliction, or religious obligations. Please check with Enrolment Services if any of these issues make it impossible for you to sit an exam or finish term work by stated deadlines.

For more information go to [http://www.ucalgary.ca/registrar/deferred\\_final](http://www.ucalgary.ca/registrar/deferred_final)

## **F.O.I.P.**

For more information go to <http://www.ucalgary.ca/secretariat/privacy>

## **Writing/Plagiarism**

Using any source whatsoever without clearly documenting it is a serious academic offense. Consequences include failure on the assignment, failure in the course and possibly suspension or expulsion from the university.

You must document not only direct quotations but also paraphrases and ideas where they appear in your text. A reference list at the end is insufficient by itself. Readers must be able to tell exactly where your words and ideas end and other people's words and ideas begin. This includes assignments submitted in non-traditional formats such as Web pages or visual media, and material taken from such sources. Please consult your instructor or Writing Support Services (at the Student Success Centre) if you have any questions regarding how to document sources.

For more information go to <http://www.ucalgary.ca/ssc/writing-support> or <http://www.ucalgary.ca/pubs/calendar/current/e-2.html>

## **Student Misconduct**

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/k.html>

## **Student Union and Student Ombudsman**

For more information go to <http://www.su.ucalgary.ca/>

For more information go to <http://www.ucalgary.ca/provost/students/ombuds>

## **Lockers**

The Art Building lockers are administered by the Students' Union in 251 MacEwan Student Centre. There are various shapes and sizes of lockers for rent. Please write down the barcode numbers (top left of each locker) for the locker shape that you require and bring this list with you to the SU office between 8:30a.m. and 4:30p.m., Monday-Friday. **Lockers must be vacated by the end of term.**

For more information go to <http://www.su.ucalgary.ca/>

## **Models**

In this class students are expected to draw from nude models. A student electing not to do so must notify the instructors IN WRITING of his/her concerns.

## **Portfolios and Assignments**

The Department of Art will not assume responsibility for lost or stolen portfolios or course work given to instructors for grading, or for work posted on bulletin boards in the art building.

**All unclaimed work will be disposed of two weeks after the end of classes.**

## **Ethics**

Whenever you perform research with human participants (i.e., surveys, interviews or observation) as part of your university studies, you are responsible for following university research ethics guidelines. Your instructor must review and approve of your research plans and supervise your research.

For more information go to <http://www.ucalgary.ca/research/cfreb>

## **Campus Security/Safewalk**

Call 220-5333 anytime. Help phones are located throughout campus, parking lots and elevators; they connect directly to Campus Security - in case of emergency, press the red button.

For more information go to <http://www.ucalgary.ca/security/safewalk>

## **Emergency Evacuation**

For more information go to <http://www.ucalgary.ca/emergencyplan/assemblypoints>

## **Faculty of Arts Program Advising and Student Information Resources**

Have a question, but not sure where to start? The Faculty of Arts Program Information Centre (PIC) is your information resource for everything in Arts. Stop by SS110, call us at 220-3580 or email us at [artsads@ucalgary.ca](mailto:artsads@ucalgary.ca). You can also visit the Faculty of Arts website at <http://arts.ucalgary.ca/undergraduate> which has detailed information on common academic concerns.

For program planning and advice, contact the Student Success Centre at 220-5881 or visit them on the 2<sup>nd</sup> floor of the Taylor Family Digital Library.

For registration (add/drop/swap), paying fees and assistance with your Student Centre, contact Enrolment Services at 210-ROCK [7625] or visit them at the MacKimmie Library Block.