

UNIVERSITY OF CALGARY  
DEPARTMENT OF ART

**COURSE OUTLINE**

**Art (ART) 503 – L01**  
**Computer Game Design**  
**Winter 2015**  
MW 14:00 – 15:15 AB651

**Instructor:** *J R Parker*  
**Office Location:** *AB 606*  
**Office Phone:** *403 220 6784*  
**E-Mail:** *jparker@ucalgary.ca*  
**Web Page:** *People.ucalgary.ca/~jparker*  
**Office Hours:** *TW 13:00-13:50*

**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**

Art 251.  
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>

Suggested reading:

[Introduction to Game Development Using Processing](http://www.amazon.ca/Introduction-Game-Development-Using-Processing/dp/1937585409), J.R. Parker

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## Assignments and Evaluation

Week 2	5%	Your board game design from Week 1
Week 3	2%	Report on another group's board game
	3%	Game test data
Week 4	10%	Present high concepts; assessments.
	5%	Assessments of the high concepts.
Week 5	5%	Schedules, assignments of group members.
Week 6	10%	First playable
Week 10	10%	Second playable
Week 13	25%	Final game document
	20%	Final prototype
	5%	Group assessment of members and games

## Registrar-Scheduled Final Exam – NO

Note: It is the student's responsibility to keep a copy of each submitted assignment **or any relevant documentation regarding each submitted assignment.**

Electronic submission is acceptable, by Email or cloud storage.

## Writing

Writing is an important skill of a game designer, and written work will be a significant factor in determining the final grade.

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.

## Late Assignment Policy

Please describe your policy here regarding assignments that are handed in late.

You need not pass any specific portion of the course to get a passing grade.

## Additional Information

Students are responsible for any supplies required to complete their work. A computer would be a valuable resource.

## Course Activities

A list of lectures and PowerPoints will be placed on the course web site:

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

## Grading Method/Grading Scale:

Percentage	Grade	G.P.V.	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.

## Studio Procedures

The creation of art can be a dirty process and a studio is only workable if everyone cooperates in keeping it clean. Out of respect and consideration for your class mates and other users of the space, it is expected that everyone will participate in keeping the studio clean and tidy.

## Internet and Electronic Communication Device Information

N.A.

## Academic Accommodation

Students seeking an accommodation based on disability or medical concerns should contact Student Accessibility Services (S.A.S.); S.A.S. will process the request and issue letters of accommodation to instructors. For additional information on support services and accommodations for students with disabilities, visit [www.ucalgary.ca/access/](http://www.ucalgary.ca/access/)

Students who require an accommodation in relation to their coursework based on a protected ground other than disability should communicate this need in writing to their Instructor.

The full policy on Student Accommodations is available at [http://www.ucalgary.ca/policies/files/policies/student-accommodation-policy\\_0.pdf](http://www.ucalgary.ca/policies/files/policies/student-accommodation-policy_0.pdf)

## 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**

Writing skills are not exclusive to English courses and, in fact, should cross all disciplines. The University supports the belief that throughout their University careers, students should be taught how to write well so that when they graduate their writing abilities will be far above the minimal standards required at entrance. Consistent with this belief, students are expected to do a substantial amount of writing in their University courses and, where appropriate, members of faculty can and should use writing and the grading thereof as a factor in the evaluation of student work. The services provided by the Writing Support Services can be utilized by all undergraduate and graduate students who feel they require further assistance.

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

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. Visual art projects submitted for course credit must be produced by the student specifically for this class. Students must not submit projects if credit has or will be provided for it in another class. This includes re-worked assignments from previous or concurrent courses, unless permission is provided in writing by the instructor. Additionally, the student is asked to be mindful of using visual sources from the internet, ensuring that that material is not derived from any on-line or other available source, and that appropriate copyright permission is granted, when required.

For more information go to <http://www.ucalgary.ca/pubs/calendar/current/k-2-1.html>

## **Student Misconduct**

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

## **Student Union**

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

## **Student Ombudsman**

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

## **Lockers**

The Art Building lockers are administered through the Student's Union's used bookstore, Bound and Copied. Lockers are rented on a first come, first served basis. Due to the shortage of lockers, and the high demand, students cannot hold more than one locker at a time. All of the details on renting a locker and your responsibilities can be found on the Locker Rental Agreement at

[https://www.su.ucalgary.ca/wp-content/uploads/2014/08/locker\\_rental\\_agreement\\_2010.pdf](https://www.su.ucalgary.ca/wp-content/uploads/2014/08/locker_rental_agreement_2010.pdf)

**Lockers for all sessions** can be rented through [my.ucalgary.ca](http://my.ucalgary.ca). Once you're in the Student Centre, click on **Other Academic Services** and choose **Locker Reservation**.

**Lockers must be vacated by the end of term.**

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

## **Models**

In this class students may be 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.

**Note - All unclaimed work will be disposed of.**

**Note - Studio spaces, bulletin boards and display areas need to be cleared 2 weeks after the last day 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/pubs/calendar/current/e-5.html>

or

<https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb>

## **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 Arts Students' Centre is your information resource for everything in the Faculty of Arts. Stop by SS102, call us at 220-3580 or email us at [ascarts@ucalgary.ca](mailto:ascarts@ucalgary.ca) or [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 3rd 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.