

# GAME-2476-001 Vid Game Prod Syllabus

<b>instructor</b>	Vernon Reed
<b>office hours</b>	Walk-in Office Hours: 11:40AM – noon, Tue/Thu Wed 6 – 7 PM
<b>office location</b>	By Appt Office Hours: as needed NRG Rm 3135, Rm 3136
<b>class info</b>	9 – 11:40 AM, Tue/Thu, Rm 3136
<b>e-mail</b>	<a href="mailto:vernon@vernonreed.com">vernon@vernonreed.com</a>
<b>phone</b>	512-964.4177 (CELL)
<b>web site</b>	<a href="http://www2.austincc.edu/viscom">http://www2.austincc.edu/viscom</a>

## Course Description

Hard and soft skills required for managing Game Development projects. Role of the Producer/Project Manager and the various tools this person will need to use. Emphasis on current project management methodologies, such as Agile/Scrum.

## Learning Outcomes Workforce Education Course Manual (WECM)

### Texts, Instructional Materials and Resources

Understand the process of managing complex Game Development projects, from preproduction to postmortem. Understand how to use project management tools and techniques to schedule and track projects. Develop soft “people skills” for effectively managing diverse teams.

**Required Text(s):** Game Production Handbook (2nd ed); Heather Maxwell Chandler; ISBN 978-1-934015-40-7

The One Minute Manager; Ken Blanchard and Spencer Johnson; ISBN 0-688-01429-1

Leadership and the One Minute Manager; Ken Blanchard Patricia Zigarmi and Drea Zigarmi; ISBN 0-688-03969-3

### **Instructional Resources:**

Microsoft Office: includes Word, Excel, Powerpoint; Microsoft Visio: flowcharting program;

Microsoft Project: Scheduling software;

Microsoft Visio: Flowcharting software;

Vicious Cycle Engine: Game Development Environment

### **Supplies**

Pencil or Pen, 3-ring notebook with paper and pockets (in which to keep notes, exercises, projects and information sheets), 1 GB removable drive (USB or otherwise), blank CD-R or DVD-R for permanent backup of materials.

### **Instructional Methodology**

This course is a 3 credit hour (96 contact hours), 16-week Lecture-Lab course in techniques for game testing. Each class takes up approximately 2 and a half of those hours. During each class, the instructor will present new information (lecture) and supervise assigned work to help students develop their skills (lab). Solutions to individual student problems are demonstrated for the entire group. The instructor's ability to evaluate students' progress is founded on observing their productivity in class as well as the quality of their work.

### **Course Rationale**

This course is aimed at the game design certificate student or the Visual Communication major who is interested in pursuing a career in game development. Principles are reinforced through project-based assignments. Students are provided an opportunity to obtain real life experiences. Practicing professionals may upgrade their job skills.

### **Helpful Websites:**

- <http://www.igda.org>
- <http://www.austingamedevelopers.org/>
- <http://www.gamasutra.com>
- <http://www.gamespy.com>
- <http://www.utexas.edu/students/egads/>

- <http://www.gamespot.com/>
- <http://www.gamers.com/egm/index.jsp>

## Grading System

Students will be given several grades throughout the semester. These grades provide students with the opportunity to evaluate their standing in the class. Students can contact the instructor during the office hours listed at the beginning of this document if they need to discuss their progress, or to seek additional help. Students will be also be quizzed during the semester in preparation for the midterm and final exams. Though quiz results are a small part of your final grade, they help students assess what skills need additional work before taking the exam.

Point Total Ranges:

89.5 — 100 = A

79.5 — 89.5 = B

69.5 — 79.5 = C

59.5 — 69.5 = D

< 59.4 = F

**Effective September 2005** no D's will be accepted as a passing grade within the Visual Communication Department courses. Students receiving a grade of D must retake the course to receive credit and to progress to the next level course. Students who made a D prior to September 2005 will be allowed to proceed to the next level course.

## Course Requirements and Grading

<b>Projects</b>	16.5%
<b>Tests</b>	67%
<b>Attendance and homework</b>	16.5%

Grade formula  $Q1 + Q2 + Q3 + Q4 + (M*2) + (F*2) + (A*2) + (P*2) / 12$

## Course Class Policies

**General Statement:** The stated objectives for each assignment of individual projects are based upon the instructor's experience with industry standards. Student work is assessed upon technical expertise, accuracy, composition standards and creativity. Active participation in class discussions, critiques and sharing sessions is essential and considered part of each project grade and final evaluation.

**Demonstration of a professional attitude** is required. This includes, but is not limited to arriving to class on time and participating for the whole period and turning in projects on time. Consistently late arrivals can add up. If you know you will need to arrive consistently late or leave consistently early, or if you know you will have to miss a large portion of the class, you should withdraw yourself and register again during a time when you can commit yourself to the work. Students are expected to show professional courtesy to other students as well as the instructor in class and via online discussions. This will be a factor in overall grading. **Please turn off cell phones/ pagers during class/lab.**

**Attendance and Class Participation** is mandatory. In a 16-week course, students only have 96 contact hours with their instructor. This is roughly equivalent to two weeks on production in an industry studio. In a semester with holidays, the number is less. The level of a student's day-to-day class participation is evaluated and will be reflected in their final grade. Failure to show up for class and work during class and lab time will automatically affect your grade regardless of work quality. There are demonstrations, sharing sessions, quizzes, and possibly guest lecturers that require your attendance.

An instructor may drop you after 5 absences.

**Lab attendance** is necessary if the student is to excel in class. Though lab time is not tracked, you are responsible for meeting project deadlines. Lab Hours are posted on the door outside the classroom.

**Late work:** Projects will automatically be lowered by a percentage if turned in past due date.

**Withdrawal Statement:** No more than 6 withdrawals from classes will be allowed in a four-year college career. (New Law Fall 2007). Students are responsible for withdrawing themselves if they are unable or decide to not to continue coming to class. If a student simply stops coming to class, a failing grade will appear on his/ her transcript. Instructors may also withdraw you if you miss too many classes. Please contact the instructor if you know you must miss a class.

**Incompletes:** Meeting deadlines is one of the most important aspects of development. Therefore, all work must be completed within the class deadlines. If there is a lack of work, the student will be graded on the work that the instructor has received -- the instructor will not give incomplete grades. The skills taught in this class act as a foundation for subsequent classes. If a student knows he or she will not be able to complete the class, they should drop the class and register again during a time when they know they can complete the full course.

## Copyright

The software programs that you in the labs are licensed to the college as the original purchaser and as such are not available for students to duplicate for their personal use. Do not use college equipment to duplicate software for other students or to produce work-for-profit. Do not copy or scan copyrighted material for use in your projects

## Academic Freedom

"Each student is strongly encouraged to participate in class. In any classroom situation that includes discussion and critical thinking, there are bound to be many differing viewpoints. These differences enhance the learning experience and create an atmosphere where students and instructors alike will be encouraged to think and learn. On sensitive and volatile topics, students may sometimes disagree not

only with each other but also with the instructor. It is expected that faculty and students will respect the views of others when expressed in classroom discussions.” (see student handbook)

## Student Discipline

By applying to and registering at Austin Community College, students agree to abide by the Student Discipline Policy and Student Rights and Responsibilities regulations published in the college catalog and the student handbook.

## Scholastic Dishonesty

“Acts prohibited by the college for which discipline may be administered include scholastic dishonesty, including but not limited to cheating on an exam or quiz, plagiarizing, and unauthorized collaboration with another in preparing outside work. Academic work submitted by students shall be the result of their thought, research or self-expression. Academic work is defined as, but not limited to tests, quizzes, whether taken electronically or on paper; projects, either individual or group; classroom presentations, and homework” (See Student Handbook.) Students found in violation of this policy will be dropped from the class and a failing grade will appear on his/ her transcript.

## Students with Disabilities

The Office for Students with Disabilities (OSD) assists students with documented disabilities to access ACC’s educational resources by providing reasonable and appropriate accommodations. To request accommodations, students must submit appropriate diagnostic documentation to the OSD supervisor at their primary campus. Students attending multiple campuses must meet with the OSD supervisor at each campus where accommodations are needed. Accommodations must be requested before each semester they are needed. NOTE: Students are urged to apply for accommodations at least three weeks before the start of each term. (ACC Student Handbook, 2006-2007, pg. 20.) **All requests for accommodations must be presented to the instructor during the first week of class.**

## SCAN Competencies:

ANS = Secretary’s Commission on Achieving Necessary Skills:

### This course satisfies

1.1 Manages Times

2.1 Participates as a Members of a Team

### 3.0 Information

3.1 Acquires and Evaluates Information

3.2 Organizes and Maintains Information

3.3 Uses Computers to Process Information

### 4.0 Systems

4.1 Understands Systems

### 6.0 Basic Skills

6.1 Reading

6.2 Mathematics

6.4 Listening

6.6 Speaking

### 7.0 Thinking Skills

7.1 Creative Thinking

7.2 Decision Making

7.3 Problem Solving

7.4 Mental Visualization

4.2 Monitors and Corrects Performance	7.5 Knowing How to Learn
4.3 Improves and Designs Systems	7.6 Reasoning
5.0 <b>Technology</b>	8.0 <b>Personal Qualities</b>
5.1 Selects Technology	8.1 Responsibility
5.2 Applies Technology to Task	8.2 Self-Esteem
5.3 Maintains and Troubleshoots Technology	8.3 Sociability
	8.4 Self-Management
	8.5 Integrity/Honest

### **Class Outline/Course Calendar:**

- Week 1- Introductions, overview of semester, Blackboard, logins  
Chapter 1, Game Production Handbook, Game Production Overview
- Week 2- Chapter 2, Game Production Handbook, Roles on Team focusing on producer  
Chapter 3, Game Production Handbook, Project Mgmt Methods  
Introduction to Scrum
- Week 3- Chapter 4, Game Production Handbook, Legal Information  
Chapter 5, Game Production Handbook, Developer/Publisher Relationships
- Week 4- Quiz 1, Project introduction  
Chapter 14, Game Production Handbook, Game concept
- Week 5- Chapter 15, Game Production Handbook, Game requirements  
Chapter 16, Game Production Handbook, Game Plan
- Week 6- The One Minute Manager, How to effectively manage people  
Leadership and the One Minute Manager, Situational leadership
- Week 7- Project management with a human touch (Peopleware)  
Quiz 2, Project review
- Week 8- Chapter 13, Game Production Handbook, Marketing  
Midterm review  
Midterm exam
- Week 9- Chapter 7, Game Production Handbook, Teams  
Chapter 8, Game Production Handbook, Communication  
Project
- Week 10- Chapter 9, Game Production Handbook, MMOs  
Chapter 17, Game Production Handbook, Production cycle  
Project
- Week 11- Chapter 17, Game Production Handbook, Production cycle  
Chapter 18, Game Production Handbook, Production techniques

## Project

Week 12- Quiz 3

Chapter 19, Game Production Handbook, Making Builds  
Project

Week 13- Chapter 21, Game Production Handbook, Localization

Chapter 22, Game Production Handbook, Testing  
Project

Week 14- Chapter 23, Game Production Handbook, Code release

Chapter 24, Game Production Handbook, Postmortems  
Project

Week 15- Project presentations

Quiz 4

Week 16- Chapter 25, Game Production Handbook, Closing kits

Review for final  
Final exam, class postmortem