

Saddleback College - Business Science Division

Course Syllabus

CIMP 230 INTRODUCTION TO COMPUTER AND VIDEO GAME DESIGN

01/16/2018 to 3/12/2018

Instructor:	Professor T. DeDonno	Semester	Spring 2018 - 1st 8 Weeks
Office Hours	E-Mail: tdedonno@juno.com	Ticket #	16055
Class Site :	http://www.saddleback.edu/faculty/tdedonno/cimp230	Room #	BGS234
Central Web-Site	http://cim.saddleback.edu	Time & Day	Thursday 5:00 PM-6:20 PM

Course Description

Introduction to basic video game concepts and design: tools, languages, AI concepts, level design, storytelling, careers, relationship to technology (especially CPU/GPU), history and future. Tools examined: direct- (X, play and sound), Open GL and 3D Engines. Includes overview of scripting and programming languages used in game development. The evolution and future of game development is included. Theoretical concepts of good game design, AI, storytelling, and level design will be demonstrated. Includes discussion of effective individual and team play strategies. Virtual reality, mobile wireless gaming, immersion, and emotioneering will also be discussed. (Formerly CIM 286).

Course Objectives

Upon completion of this course, the student will be able to:

1. Define the evolution and future of the CPU and GPU microprocessor.
 2. Identify how technology has paralleled video game evolution. 2. Identify the evolution of the video game.
 3. Identify Direct-X, Direct Play, Direct Sound, and Open GL.
 4. Distinguish between Direct-X Graphics, Open GL, and 3-D. Engines.
 5. Differentiate between various languages used for game design.
 6. Formulate computer players using AI techniques.
 7. Demonstrate scenario development using story telling techniques.
 8. Relate key elements of good game design to a highly successful game.
 9. Formulate various strategies used in individual and team Video game play.
 10. Identify realism in successful games.
 11. Explain various Career options in the video game market.
 12. Explore the future of video games.
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Student Learning Outcomes

Students completing this course satisfactorily will be able to:

1. Microprocessors Students completing the course will be able to define the evolution and future of the CPU and GPU microprocessor.
 2. Expand Techniques Students who complete course will demonstrate scenario development using story telling techniques.
 3. Expand Game Design Languages Students completing the course will be able to differentiate between various languages used for game design.
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Recommended Textbook

Recommended Text: Game Guru: [Strategy Games](#), Dave Morris ISBN: 1-59200-253-6 © 2005 Publish date: October 18, 2004 Publisher Coursebook - Books is on Reserve in IMC Lab. You may not be able to purchase it, don't spend more than \$20 for the book, lectures cover material that is in book
Currently looking into an online option for this book, will post when I get one. Only part of the course uses this book, it is a fun book to read.

Course Grading

Course grade consists of assignments, quizzes and tests. Since this class meets only twice a week, you will be required to forward your saddleback e-mail address to your main e-mail. When sending e-mails, make sure you include ca4b or Java in subject line. Academic Integrity is critical to passing this course. Failure to abide by academic integrity can result in a failing grade. For further information on academic integrity consult [UCSD Professor Elkan's Written Description](#), and the [cim site policy](#). The course grade will be calculated from:

92-100 A	Online Tests and Quizzes	40%
84-91.9 B	Main Project	40%
70-83.9 C	Critical Thinking Discussion Board Posts/Assignments	20%
60-69.9 D		

0-59.9 F

Dropping Class

It is the student's responsibility to officially withdraw (drop) from the class. However, Instructor may drop students under the following conditions:

1. Students who have not completed at least 1 assignments two days before the drop without W grade.
 2. Students who have not completed at least 50% of the work by two days before the drop with W grade.
 3. Students who miss 2 or more class session
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Regrading Policy

Sometimes you get a grade that you don't like, usually for one of the following reasons:

1. There was a clerical error (i.e., the points were added up wrong).
2. You think you did something right, and I think you did it wrong.

If you discover a clerical error, tell me immediately. The following Statute of Limitations will apply: *You have one week from the day any graded assignment or test is returned to you to appeal the grade you received. After one week, I will assume that you believe the grade you got is the correct one. After one week, grades are unchangeable, fixed, and permanen*

Special Needs

Students with disabilities are entitled to appropriate accommodations. This course meets the requirements set forth in the accessibility checklist and universal design grid provided by Special Services. The Web pages, video presentations, textbooks and class materials used in this course are accessible to students with disabilities. If you have specific disabilities requiring accommodations, let your instructor know the first 10 days of the semester so that your learning needs may be met and for referral to the Special Services office where documentation of your disability will be provided to receive services and accommodations. The Special Services Office is in Student Services Center, Room 113.

Any exceptions to the above statements will be considered individually & only if you approach me about the proposed exception at least a week in advance.

Distance Education Requirements

This is an on online - distance educational course.

The first [canvas](#) announcement will consisely summarize key steps in completing the class. The [assignment](#) page and [schedule](#) provides a detailed course guide. At the start of the course the canvas announcement will be sent to your Saddleback e-mail address. Complete all assignments in the order they are listed.

Regular effective contact between the Professor and student is required for success. This is a hybrid class, but we will do have prerecorded webcasts. You can watch webcasts from anywhere on the web. We will also most likely meet online in immersive worlds, class also has videos and/or Webcasts, canvas threaded discussion boards, and frequent emails (several per week). When required actual phone calls will be made. Note instructor does have [office hours](#) and 24/7 access to webcasting software. This is project oriented class, and you will have to present your project online during a webcast.

For additional help: [Canvas](#), [login](#) and/or [general](#). - Tentative [Schedule](#)

For specific additional help: [Canvas](#), [login](#) and/or [general](#). - Tentative [Schedule](#)
