



## Syllabus

### CSC 141 Introduction to the Game Industry

#### General Information

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**Date**

June 28th, 2018

**Author**

Sandra Brown

**Department**

Computing Sciences

**Course Prefix**

CSC

**Course Number**

141

**Course Title**

Introduction to the Game Industry

#### Course Information

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**Credit Hours**

3

**Lecture Contact Hours**

3

**Lab Contact Hours**

0

**Other Contact Hours**

0

**Catalog Description**

Introduction to Game Industry emphasizes the current state of the industry with a focus on the process of game development. Students will explore Agile production techniques and emulate the division of roles within a game studio (e.g. producer, artist, engineer, and designer) while collaborating on a long term project to create a game. This course is designed for the AS Game Programming and Design student.

**Key Assessment**

This course does not contain a Key Assessment for any programs

**Prerequisites**

None

**Co-requisites**

None

**Grading Scheme**

Letter

## First Year Experience/Capstone Designation

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This course **DOES NOT** satisfy the outcomes applicable for status as a FYE or Capstone.

## SUNY General Education

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This course is designated as satisfying a requirement in the following SUNY Gen Ed category

None

## FLCC Values

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**Institutional Learning Outcomes Addressed by the Course**

Vitality

Inquiry

Perseverance

Interconnectedness

## Course Learning Outcomes

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**Course Learning Outcomes**

1. Utilize the process of collaborative software production to develop a simple game.
2. Analyze and reflect on the departments, structure, and general operations of game companies.
3. Outline the requirements for collaboration with external contributors.

## Outline of Topics Covered

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**I. Introduction**

- a. How Games Are Made
- b. The Evolution of Games
- c. Overview of Game Genres

- d. Overview of Game Platforms
- II. Game Development Cycle
- a. The Production Cycle
  - b. The Production Team
  - c. Scheduling and Budgets
- III. Documenting the Idea
- a. The Elements of Game Play
  - b. Committing Ideas to Paper
  - c. The Game Design Document
  - d. Technical Review
- IV. Implementing the Vision
- a. Coding the Game
  - b. Visualizing the Game
  - c. Hearing the Game
- V. Elements of Game Design Implementation
- a. Interface Design
  - b. Math and Logic and Artificial Intelligence
  - c. Storytelling in Games
  - d. Prototyping and Building Playfields
  - e. Completing the Game
- VI. The Business Side of Games
- a. Marketing the Game
  - b. Economics of the Game Industry
  - c. Breaking into the Game Industry