

IRC Fellows

Art 390 (3 Credit Hours)

Fall 2011, Fridays 10AM-11:50 and 1PM-2:50.

Instructors:

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Course Description and Rationale:

For most of you this is an IRC fellows' class. My research is independent game development; we're doing that. We will make two games by mid-term, and fix them for the last half of the semester. We will be seeking publicity for our work by entering contests, making demo videos, making press kits & trying to get written up.

I emphasize entrepreneurial behavior: start-ups, pitches, milestones. We don't have cash reserves to exploit, so it's pretty realistic. The behaviors of game development startups are similar to behaviors in web design startups, independent movie production, or freelancing, so the experience should be useful to everyone.

I don't expect everyone to want to make a game, but we have to do something, and it's my role to pick topics and give structure.

We will be developing for Flash, Javascript, Facebook, or iOS-- it's up to the team. Other venues are less accessible and more difficult. I have many sample projects in Flash and iOS that you can use and modify if you like.

3D is not allowed. If you feel that this does too much violence to your muse, you should drop the class.

Helpful books:

Rules of Play, Salen and Zimmerman, ISBN 0-262-24045-9-- the textbook for Art 380

The Art of Game Design, by Jesse Schell. My second choice for a textbook for 380. Less difficult, less expensive, more practical, very good.

Teaching Young Children Through Their Individual Learning Styles: Practical Approaches for Grades K-2, by Rita Dunn, Kenneth Dunn and Janet Perrin -- play and learning are almost the same thing.

Special Assistance Notice (from the *Americans with Disabilities Act*):

If you have a disabling condition that will require an accommodation in class structure, please advise me or the department accordingly.

Academic Integrity

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Grading:

You will have 5 grades. Each one counts equally. I grade on a 10-point scale. I don't bother with + or -, so 89 is a B, and 90 is an A.

As these are group projects, there will be a temptation for some to free-ride. I expect a consistent effort from all throughout the semester and making your grade reflect your effort level is my job.

1) Projects:

There will be 1-3 teams, each delivering a project. Each project consists of a game and a "press kit". The kit is a web site containing images of the game, the logo, text about the game (making it sound fun) and links to 2 videos: one showing how the game is played, and one showing how cool/fun/meaningful it is.

There are "milestones" scattered throughout the semester, at which point I give grades to teams and individuals. The first one is Oct 7th, at which point the game should be playable.

2) Attendance: You have one attendance grade, which starts at 100 and drops 6 points every time you are not present when I take roll. Absence due to illness is excused, but you must let me know the day before.

week	date	grade event	
1	Sept 2		
2	Sept 9	pitch	
3	Sept 16	plans due	Neal in Amsterdam
4	Sept 23		
5	Sept 30		
6	Oct 7	working prototype	
7	Oct 14	first press kit	
8	Oct 21		
9	Oct 28	milestone b	
10	Nov 4		
11	Nov 11		
12	Nov 18	milestone c	Week of Nov 21-- Thanksgiving
13	Dec 2		
14	Dec 9	final game and kit	final meeting M Dec 19 @ 10:30

