

**San José State University
School/Department
CS 185C, Introduction to Game Development and the
Gaming Industry**

Fall, 2011

Instructor:	Jared Finder
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Email:	Michael.Finder@sjsu.edu
Office Hours:	5:45 – 6:30 Tuesday, Thursday (right after class)
Class Days/Time:	4:30 – 5:45 Tuesday, Thursday
Classroom:	MacQuarrie Hall 225

Faculty Web Page

Copies of the course materials such as the syllabus, major assignment handouts, etc. may be found on my personal web page at <http://hpalace.com/sjsu-2011fall/>.

Course Description

Survey of video games and how they are developed. Covers both traditional industry game development, independent game development, and student game development, with a focus on award winning games and what makes them tick. By the end of the class, students should know about the different jobs available to them in the industry, have presented a game pitch, and a prototype version of a game.

Course Goals and Student Learning Objectives

Upon successful completion of this course, students will be able to:

- Know of different job opportunities in the game industry
- Create game pitches and game design documents
- Create a practical schedule for creating games

Required Texts/Readings

Textbook

There are no required books or reading. I will provide handouts at class or links to web pages when referencing material.

Other Readings

These websites are always interesting and cover interesting game development news:

<http://gamasutra.com>

<http://gamedev.net>

Classroom Protocol

I hope that this class is one you look forward to throughout the week and will never be late to. Please do not show up late, as I will be starting promptly. Classes will be a mix of lecture, presentation, and group activities. Please make sure your cell phones are off or silent during the class.

Office Hours

My goal for this class is to provide everyone insight into how the game industry works. There are certainly many more subjects I would love to cover, but do not have time in class for. If you have any questions for me about my class or about any other parts of the game industry, feel free to come over and ask me!

Dropping and Adding

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the [current academic calendar](http://www.sjsu.edu/academic_programs/calendars/academic_calendar/) web page located at http://www.sjsu.edu/academic_programs/calendars/academic_calendar/. The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

Assignments and Grading Policy

Grades will be based on the percentage of total points earned:

A+ = 98%-100%

A = 93% - 97%

A- = 90% - 92%

B+ = 88% - 89%

B = 83%-87%

B- = 80% - 82%
C+ = 78% - 79%
C = 73%-77%
C- = 70% - 72%
D+ = 68% - 69%
D = 60%-67%
D- = 50%-59%
F = 0% to 49%

I expect to assign a small assignment every week. Assignments will be given out on Thursday and due the next Thursday, with the first part of each Tuesday to cover any questions regarding the assignment. The class website will detail exactly what is expected for each assignment. In addition, there will be presentations given to the whole class. Except for the final exam, there will be no tests.

Late Assignments

One point will be deducted for every day that homework is late. Presentations will not have a makeup time as they require class participation. If a student has a written medical excuse for missing a presentation, he or she can give the presentation to me during my office hours.

University Policies

Academic integrity

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The [University's Academic Integrity policy](http://www.sjsu.edu/senate/S07-2.htm), located at <http://www.sjsu.edu/senate/S07-2.htm>, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The [Student Conduct and Ethical Development website](http://www.sjsu.edu/studentconduct/) is available at <http://www.sjsu.edu/studentconduct/>.

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person's ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU's Academic Policy S07-2 requires approval of instructors.

Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the [Disability Resource Center](http://www.drc.sjsu.edu/) (DRC) at <http://www.drc.sjsu.edu/> to establish a record of their disability.

CS 185C, Intro to Game Development

Fall 2011 Course Schedule

The following schedule is tentative and subject to change. The schedule will be kept up to date on the class website at <http://hpalace.com/sjsu-2011fall/>. The time and location of the final exam is currently unknown and will be updated before it is held. Additionally, Week 11 will be rescheduled as I will not be in the country for that week.

Table 1 Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug 25 th	Introduction to the class
2	Aug 30 th Sep 1 st	Early game industry history and team structure.
3	Sep 6 th Sep 8 th	Modern game industry team structure.
4	Sep 13 th Sep 15 th	Design Documents
5	Sep 20 th Sep 22 nd	Game Analysis: Student project award winners
6	Sep 27 th Sep 29 th	Game Pitch Presentation
7	Oct 4 th Oct 6 th	Game team organization
8	Oct 11 th Oct 13 th	Game team organization, part 2
9	Oct 18 th Oct 20 th	Interaction and immersiveness
10	Oct 25 th Oct 27 th	Game Analysis: Indie award winning games
11*	Dates TBD	Scheduling – The hardest part of game development
12	Nov 8 th Nov 10 th	Scheduling pt 2
13	Nov 15 th Nov 17 th	Game Analysis: Professional award winners
14	Nov 22 nd	Prototyping methods

Week	Date	Topics, Readings, Assignments, Deadlines
	Nov 24 th	
15	Nov 29 th Dec 1 st	Review
16	Dec 6 th Dec 8 th	Review
Final Exam		Venue and Time TBD