PROJECT STUDIO – GAME DESIGN

LMC 6650, Fall 2024 Syllabus

GEORGIA INSTITUTE of TECHNOLOGY
School of LITERATURE, MEDIA, & COMMUNICATION

Course Director: Ryan Scheiding
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Course Website: CANVAS, https://gatech.instructure.com/courses/372578
Meetings: Manufacturing Related Disciplines Complex 2405 , Tuesday 12:30 – 1:45pm, 2:00 – 3:15pm
Office Hours: TSRB 320, Thursday 11:30 – 1:30pm or Microsoft Teams

Special Features

Catalog Course Description

This course offers students the opportunity to work on focused research within existing long-term projects of the New Media (NM) Center.

Expanded Course Description

Video games are increasingly popular pieces of interactive media well known for their combination of narrative, artistic expression, music, and design. However, the underlying cultural issues that video games interact with, change, or adhere to are generally less understood. This course encourages students to actively engage with larger cultural issues through the prototyping, design, development, and dissemination of a video game project. The course is split into three major sections that focus on: 1) critical cultural readings of video games found within game studies, 2) tools-based game design approaches, and 3) the step-by-step design process of a video game from conception to public release. Students will be given the opportunity to engage with existing scholarship in the fields of game studies and game design while also actively engaging in the development of a major project.

Course Texts & Software Tools

Course texts and software will be variable based on individual and class needs. Every effort will be made to utilize texts and software that are freely accessible to students. This includes text available through the Georgia Tech library and the use of freeware.

Learning Objectives

Upon completion of this course students can expect to:

1) Gain practical experience in game design with a variety of tools. This includes the development of a game project taking the form of a playable proof of concept, prototype, vertical slice, or demo that is suitable as a portfolio piece.

2) Have a better understanding of key topics in game studies such as tools-based design, game design materialization, games and postcolonialism, games and horror/folktales, etc.

3) Learn effective strategies for the dissemination of games including the development of storefront pages and social media advertising campaigns.

Topics and Concepts

Week 1 – August 20

NO CLASS – Instructor Traveling for Conference

No Readings

Week 2 – August 27

Syllabus Review, Course Organization, Team Configuration

No Readings

Week 3 – September 3

Tools-Based Game Design

READ: Werning, Stefan. *Making Games: The Politics and Poetics of Game Creation Tools*. Cambridge, Massachusetts: The MIT Press, 2021.

Week 4 – September 10

Method for Design Materialization

READ: Khaled, Rilla, Jonathan Lessard, and Pippin Barr. "Documenting Trajectories in Design Space: a Methodology for Applied Game Design Research." *FDG18*, August 7–10, 2018, Malmö, Sweden.

Khaled, Rilla and Pippin Barr. "Generative Logics and Conceptual Clicks: A Case Study of the Method for Design Materialization." *Design Issues* 39, no. 1 (Winter 2023): 55-69.

Week 5 – September 17

Monsters & Folktales

READ: Personal selection of folk tale, ghost story, monster story, etc.

Week 6 – September 24

Games and Postcolonialism 1

READ: Mukherjee, Souvik. "Playing Subaltern: Video Games and Postcolonialism." *Games and Culture* 13, no. 5 (2016): 504–520.

Trammell, Aaron. "Decolonizing Play." *Critical Studies in Media Communication* 39, no. 3 (May 27, 2022): 239–246.

Week 7 – October 1

Games and Postcolonialism 2

READ: Murray, Soraya. "Postcolonial Perspectives in Game Studies," *Open Library of the Humanities* 4 no.1 (2018): 1-25.

Scheiding, Ryan. "(De)colonial Difficulties in Japanese Games: Collective Memory & (Post)colonialism in *Atelier Ryza*," In *Asian Histories and Heritages in Video Games*, edited by Yowei Kang, Kenneth C. C. Yang, Michał Mochocki, Jakub Majewski, and Paweł Schreiber (to be published by Routledge, expected 2024).

FINAL PROJECT PROPOSAL DUE

Week 8 – October 8

Godot Engine

READ: Bradfield, Chris. *Godot 4 Game Development Projects: Build Five Cross-Platform 2D and 3D Games Using One of the Most powerful Open Source Game Engines, 2nd Edition*. Birmingham: Packt Publishing: 2023.

Week 9 – October 15

NO CLASSES – Fall Break

No Readings

Week 10 – October 22

Dissemination of Digital Games & Social Media Strategy

No Readings

Week 11 – October 29

Dissemination Plan Presentation

No Readings

DISSEMINATION PLAN DUE

Week 12 – November 5

Work Period

No Readings

Week 13 – November 12

Work Period

No Readings

Week 14 – November 19

Work Period

No Readings

Week 15 – November 26

Work Period

No Readings

Week 16 – December 3

Showcase and Playtest Day

No Readings

FINAL PROJECT DUE

Graded Assessment

Assignment	Due Date	% of grade
Participation	Weekly	20%
Final Project Proposal	October 1	20%
Dissemination Plan	October 29	20%
Final Project	December 3	40%

ALL ASSIGNMENTS MUST BE COMPLETED IN ORDER TO RECEIVE A PASSING GRADE IN THIS COURSE.

Assignment Guidelines:
Each assignment will receive a separate outline and grading sheet to be provided via CANVAS and discussed during class time.

Late Assignment Policy:
Assignments not turned in on the due date will receive a late penalty. Late assignments can be turned in up to one week after the deadline and will receive a penalty of one letter grade. After this one-week period late assignments will no longer be accepted.

Grade Scale:
Your final grade will be assigned as a letter grade according to the following scale:
A   90-100%
B   80-89%
C   70-79%
D   60-69%
F   0-59%
According to policy, grades at Georgia Tech are interpreted as follows:
A   Excellent (4 quality points per credit hour)
B   Good (3 quality points per credit hour)
C   Satisfactory (2 quality points per credit hour)
D   Passing (1 quality point per credit hour)
F   Failure (0 quality points per credit hour)

General Policies

Email Policy

I am available via email at rscheiding3@gatech.edu. I answer my email as frequently as possible but, generally, please allow 24 hours for weekday messages and 48 hours for weekends. Multiple messages regarding the same request will not speed up these turn around times.

Academic Integrity Statement

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, which will investigate the incident and identify the appropriate penalty for violations.

This course adheres to Georgia Tech's Academic Honor Code.

Additional Information can be found here: https://policylibrary.gatech.edu/student-life/academic-honor-code

Use of AI Tools Statement

This course is meant in part to improve and evaluate your writing ability. For this reason, for the purposes of this class, any student found to have used AI technologies or programs (e.g. Chat GPT) to compose part or all of any submitted work will face the same penalties as a student who submits plagiarized work (i.e. a failing grade in the course).

Diversity Equity and Inclusion Statement

The Ivan Allen College of Liberal Arts supports the Georgia Institute of Technology's commitment to creating a campus free of discrimination on the basis of race, color, religion, sex, national origin, age, disability, sexual orientation, gender identity, or veteran status. We further affirm the importance of cultivating an intellectual climate that allows us to better understand the similarities and differences of those who constitute the Georgia Tech community, as well as the necessity of working against inequalities that may also manifest here as they do in the broader society.

ADAPTS Statement

The Office of Disability Services collaborates with students, faculty, and staff to create a campus environment that is usable, equitable, sustainable, and inclusive of all members of the Georgia Tech community.

Disability is an aspect of diversity integral to society and Georgia Tech. If students encounter academic, physical, technological, or other barriers on campus, the Disability Services team collaborates with the student to find creative solutions and reasonable accommodation.

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at 404.894.2563 or their website, as soon as possible, to discuss your needs and to obtain an accommodations letter. Then, make an appointment with me as soon as possible to discuss your learning needs.

Additional Information can be found here: https://disabilityservices.gatech.edu/

Communication Center

Students are encouraged to make use of the services offered at the Naugle CommLab located at Clough Commons 447.

Additional Information can be found here:
https://www.communicationcenter.gatech.edu/