

GAME DESIGN and ANALYSIS

LMC 6325, Spring 2025 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/449648>

Meetings: Skiles 318 , Mondays & Wednesdays 12:30 - 1:45pm

Office Hours: TSRB 320, Wednesday 3:30 - 5:00pm

Special Features

Catalog Course Description

Focused topics in the theory and practice of game design, theory, and analysis, including issues of creation, and reception, such as a single sub-genre, procedural technique, or media tradition. Students cannot receive credit for LMC 6325 and LCC 6325, LMC 6325 and LCC 4725, or LMC 6325 and LMC 4725.

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 both design and analyze video games through a critical cultural lens thorough the readings of key game studies texts and the prototyping, design, development, and dissemination of a video game project. 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. Students are free to use any game development software of their choice.

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

January 6

Syllabus Review

January 8

Top 10 Games Assignment Review

Week 2

January 13

Top 10 Games Assignment Presentations

January 15

Top 10 Games Assignment Presentations

Week 3

January 20

NO CLASS - MLK Day

January 22

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.

READ: 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 4

January 27

Presentation: Janet Murray

January 29

Work Period

Week 5

February 3

Presentation: Jesper Juul

February 5

Work Period

Week 6

February 10

Presentation: Ian Bogost

February 12

Work Period

Week 7

February 17

Presentation: Mia Consalvo

February 19

Work Period

Week 8

February 24

Presentation: Souvik Mukherjee

February 26

Work Period

Week 9

March 3

Presentation: Gonzalo Frasca

March 5

Work Period

Week 10

March 10

Presentation: Henry Jenkins

March 12

Work Period

Week 11

March 17

NO CLASS - Spring Break

March 19

NO CLASS - Spring Break

Week 12

March 24

Presentation: Sarah Ganzon

March 26

Work Period

Week 13

March 31

Presentation: Florence Chee

April 2

Work Period

Week 14

April 7

Presentation: Bo Ruberg

April 9

Work Period

Week 15

April 14

Presentation: Shira Chess

April 16

Work Period

Week 16

April 21

FINAL PROJECT Showcase

April 23

NO CLASS - Reading Period

Graded Assessment

<i>Assignment</i>	<i>Due Date</i>	<i>% of grade</i>
Participation	Weekly	20%
Presentation	Variable	20%
Written Assignment	January 13	20%
Final Project	April 21	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> And here: <https://catalog.gatech.edu/rules/21/>

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/>