



University of Wisconsin-Stevens Point

College of Letters and Science
Department of Computing and New Media Technologies

Stevens Point, WI 54481-3897
(715) 346-4409; Fax (715) 346-4260

WDMD 365 – Digital Game Development

5:00 – 7:30 p.m. Thursday, SCI A224

Instructor: Amy Adamus

Web: <http://wdmd365.weebly.com>

Office Hours: Th 7:30 – 8:30 p.m.
and as needed.

Office: B241, Science Building

Phone: 715-346-3451

Email: aadamus@uwsp.edu

Course Description

This course will give you the opportunity to explore the theory, design and development of games and simulation for the Web through the use of animation and interactive programming.

Objectives

- Understand the history of game development and the gaming industry in general
- Demonstrate competency in applying a design methodology to a variety of types of games
- Develop competency in working with third-party frameworks and engines
- Effectively apply game theory concepts (e.g. core concepts, rules, play, culture) to a variety of types of games and game prototypes
- Develop life-long learning skills associated with learning additional frameworks and engines when necessary;
- Develop competence in discussing, presenting and providing feedback on game design and code;

Pre-Requisites

- WDMD 302 **OR** another instructor approved language (C++ preferred)

Required Text & Materials

Salen, Katie and Eric Zimmerman. *Rules of Play: Game Design Fundamentals*
(text rental: ISBN#: 978-0-262-24045-1). Cambridge: MIT Press, 2004.

A flash drive for data backup (or your H: drive)



Assignments and Projects

Assignments will be announced in class and posted on D2L and course website. If you miss class, it is your responsibility to check for any homework assignments and supporting material which may have been given out during class.

For each assignment, you will write a 1-2 paragraph design rationale and email it to Amy. Describe what worked well, what didn't work so well, and what you would do differently next time.

Projects with missing or incomplete design rationales will not be graded, and considered late.

Projects with missing or incomplete reviews will lose one full letter grade. A rationale rubric is provided on the course website: <http://wdmd365.weebly.com>

In-class assignments may not be made up, or turned in after the end of class.

I recommend that you start working on assignments as soon as possible after they have been announced. Game development almost always take longer than originally anticipated; starting early greatly increases your odds of completing the project to your satisfaction. Please email or see the instructor as soon as possible, **before the due date**, with any questions or concerns about an assignment. Except in extremely rare cases, **extensions** will not be given **AFTER** an assignment was due.

Point Distribution

| | | | |
|---------------------------|-----|-------------------------------|--------------|
| Active Participation | 200 | Final Project (Group) | 300 |
| 8-Bit Game (Individual) | 200 | Final Presentation (Group) | 100 |
| Check-Points (Individual) | 200 | Total Points Available | 1,000 |

Check-Points

Because it is especially challenging and important to keep up when working on a group project, we will use check-points to provide additional motivation and incentive to do so. Two check-points (50 points each) will be scheduled; two check-points (50 points each) will be impromptu and may not be made up.

Class Time and Preparation

We will use class time in a variety of ways, including but not limited to:

- Brief lectures, demonstrations and videos
- Tutorials
- Individual and group work time

Please always have a copy of your current project with you to facilitate work time that may be available to you.



Due Dates and Late Assignments

Assignments are always due no later than the beginning of class. Late assignments will be reduced by one letter grade per weekday, starting the day that they were due. In-class assignments may only be made up if the absence was due to documented illness, approved university activity or family emergency. You should talk to your instructor as soon as practical to make arrangements.

Attendance Policy

This course will include many class periods of group project work time. It will be essential that you are present to contribute to your group projects.

Grading Scale

Final grades will be determined according to the following scale:

| | | | | |
|----|---|-----------|----|----------|
| | A | 100 – 93% | A- | 92 – 90% |
| B+ | B | 87 – 83% | B- | 82 – 80% |
| C+ | C | 77 – 73% | C- | 72 – 70% |
| D+ | D | 67 – 65% | F | < 64% |

I reserve the right to lower the grading scale (i.e. the course may require less than 93% to earn an A).

Academic Integrity

Academic dishonesty of any kind will not be tolerated. If you have any questions about what constitutes academic misconduct, please ask me or consult your university handbook. A description of your rights and responsibilities as a member of the UW-Stevens Point community can be found at: <http://www.uwsp.edu/admin/stuaffairs/rights/>

Student Academic Standards and Disciplinary Procedures (UWS/UWSP Chapter 14) are available at: <http://www.uwsp.edu/admin/stuaffairs/rights/http://www.uwsp.edu/admin/stuaffairs/rights/rightsChap14.pdf>

Cell Phones, IM and Recording Devices

Please turn off cell phones and pagers before entering the classroom. Cell phones or IM programs may not be used in the classroom without prior permission. If you would like to record (video or audio) any aspect of this course, please seek prior permission from the instructor.



File Storage

Save your work often, and make regular backups of your files. UWSP's Help Desk cannot restore individual files, nor can they restore individual files should your UWSP account become inactive. Extensions on assignments **will not be given** on assignments that are late due to lost or damaged files.

Tentative Schedule (Key dates only)

| | |
|---------|-----------------------------------|
| Oct. 20 | Educational Math Game |
| Nov. 10 | First scheduled check-point |
| Dec. 1 | Second scheduled check-point |
| Dec. 16 | Final Projects and Demonstrations |

Note: There are no exams in this course, however we will meet during the final exam period.

Final Exam: Dec. 16th 7:15 – 9:15 p.m

Emergency Procedures:

In the event of a medical emergency, call 911 or use red emergency phone located in the back of our classroom in the cabinet. Offer assistance if trained and willing to do so. Guide emergency responders to victim.

In the event of a tornado warning, proceed to the lowest level interior room without window exposure. See www.uwsp.edu/rmgt/Pages/em/procedures/other/floor-plans for floor plans showing severe weather shelters on campus. Avoid wide-span rooms and buildings.

In the event of a fire alarm, evacuate the building in a calm manner. Meet at the corner of Reserve St/Stanley St. Notify instructor or emergency command personnel of any missing individuals.

Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Follow instructions of emergency responders.

See UW-Stevens Point Emergency Management Plan at www.uwsp.edu/rmgt for details on all emergency response at UW-Stevens Point.