

Montgomery County Community College
CIS 176
Game Design Practice & Theory
3-2-2

COURSE DESCRIPTION:

This course introduces the fundamental techniques, concepts, and vocabulary of

| LEARNING OUTCOMES: | LEARNING ACTIVITIES | EVALUATION METHODS |
|--|---|--|
| 3. Define basic vocabulary and fundamental concepts of electronic game development. | Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams | Tests or Quizzes |
| 4. Demonstrate a working knowledge of game development, production, and design by developing an electronic game. | Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Group Projects | Game Development Projects Final Project |
| 5. Explain the construction and appeal of popular electronic and non-electronic games of various genres. | Assigned Reading Lecture Discussion Hands-On Lab Exercises Homework Assignments Projects Quizzes Exams | Game Development Projects Midterm Project |

At the conclusion of each semester/session, assessment of the learning outcomes will be completed by course faculty using the listed evaluation method(s). Aggregated results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:

1. History of Games and the Electronic Game Industry
2. The Social and Cultural Impact of Electronic Games Both in the United States and Overseas

- What When and Why)
7. Introduction to Game Programming and Development (Supplements)

LEARNING MATERIALS:

Schell, Jesse. *The Art of Game Design: A Book of Lenses. Third edition*, Taylor & Francis, 2019. ISBN 9781138632059

Other learning materials may be required and made available directly to the student and/or via the College's Libraries and/or course management system.