

IT 265 - Game Architecture and Design

Meeting:

001 - Tuesday and Thursday 2:30-3:50 PM - GITC 3200

101 - Monday 6-8:50 PM - GITC 3200

Instructor:

Adam Spryszynski

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GITC 3902*

Office hours:

Tuesdays 4:30 - 5:30

Wednesdays 11:45 - 12:45

Additional Office Hours available by appointment

Overview:

This course will be an exploration of the practical and conceptual underpinnings of game development, design, and game engines. Students will be tasked with creating their own proof-of-concept explorations into both analog and digital games and will learn how to examine, describe, and criticize games and their related assets. Of particular interest will be aspects of modern game engines and games and how they relate to player psychology, principles of game theory, and theories of fun. Students will be required as part of their design document and design challenges to provide constructive feedback to other students. Iteration and communication are a vital part of the development cycle. Students should expect special attention to be paid to both.

Final Grade Distribution:

Assignments and Quizzes 20%

Analog Project Submission 15%

Final Project Presentation 15%

Final Project Submission 10%

Project Design Document 10%

Final Exam 20%

Attendance 10%

Assignments and Quizzes Policies

- Assignments submitted on Canvas are subject to 20% per day late penalty.
- In-class assignments must be handed in at the end of class. If you are absent, you will not be able to make up in-class assignments. Case-by-case exceptions may be provided in circumstances documented by the Dean of students.
- In-class quizzes will be handed out at the beginning of class. These will test your knowledge based on previous lectures or reading/viewing materials provided. You will not be able to make up quizzes if you are late or absent. Case-by-case exceptions may be provided in circumstances documented by the Dean of students.

Submission Policies

All work for the class must follow a set of submission guidelines to be eligible for grading. Specific instructions will be provided in class. If you are unsure about any assignment or project, it is your responsibility to ask.

Analog Project Submissions must be prepared for an in-class presentation. It is your responsibility to keep your analog prototype intact until the end of the semester. Students will need to furnish all materials required for play, entire play instructions, and a video recorded explaining how to play and demonstrating one full Turn of Play.

Each student will create a Canvas thread where they will post any and all posts for game design documentation and updates for their projects. All game design documentation must be housed within a google doc which permits comments to be posted by your instructor and fellow students. A matching pdf which will be submitted on Canvas at the end of the semester.

Each student will be required to provide at least 3 feedback statements examining the design documents of their classmates in the form of Canvas posts and comments within google docs. Each feedback statement will be expected to be a developed thought representing one or more paragraphs and students will provide a link within their Canvas post to each of the comments that they have offered. Unconstructive feedback will NOT be tolerated and may result in penalties to your grade.

Late Penalty Policies for Projects

Due by midnight after each presentation. If a physical submission was necessary, due by the end of class day of presentation. Each day after the due date for the project will result in a 20% penalty. Failure to be prepared to demonstrate your analog games on the day of presentation will result in an automatic 25% penalty being applied beyond any late penalties.

Students are expected to keep up with the course based on information provided during scheduled class time.

Academic Integrity Policy

“Academic Integrity is the cornerstone of higher education and is central to the ideals of this course and the university. Cheating is strictly prohibited and devalues the degree that you are working on. As a member of the NJIT community, it is your responsibility to protect your educational investment by knowing and following the academic code of integrity policy that is found at: <http://www5.njit.edu/policies/sites/policies/files/academic-integrity-code.pdf>.

Please note that it is my professional obligation and responsibility to report any academic misconduct to the Dean of Students Office. Any student found in violation of the code by cheating, plagiarizing or using any online software inappropriately will result in disciplinary action. This may include a failing grade of F, and/or suspension or dismissal from the university. If you have any questions about the code of Academic Integrity, please contact the Dean of Students Office at dos@njit.edu”

***Syllabus subject to change, attend class to keep up to date.**