DD 275
HISTORY OF VIDEO GAMES

DESCRIPTION

This course will introduce students to the history and culture of video games. We will learn about the successes and failures in the video game industry and we will learn about video game production studios.

OBJECTIVES

Provide an exposure to video game development in history. Practice industry level techniques to create prototypes for video game production. Obtain problem solving skills through game design. Research video games and learn in-depth information about the video game culture and history.

INSTRUCTOR EXPECTATIONS

At all classes you are expected to bring an open mind and some level of passion towards the subject of video game history. Students must also engage in discussions pertaining to video game history subjects discussed during class. You are expected to work each and every week on the projects assigned. If for any reason you doubt your ability to do so you should seriously consider whether you belong in this studio. While this course introduces students to the history of video games and offers a wide variety of content for research, students are also expected to do their own research. Make use of all available resources to learn about video game history and culture. Use books, online help, instructors and fellow students. You are accountable for

CLASS POLICIES

research, technical and creative processes for this class.

Assignments.
Assignments are due at the beginning of class. Assignments that are not finished will not be accepted or graded. Late work will be graded down one letter grade for every class late. All preliminary and final work must be uploaded to Class Google Drive and KEPLER for presentations and grading.

Academic Warning.
Students who do not complete and submit assignments on time and to a satisfactory standard will fail the class. It is the student responsibility to obtain missed assignments from other classmates and make up work in time for the next class.

Class Policies.
Cell phones, and non-course related internet usage will not be used during class.

RECOMMENDED BIBLIOGRAPHY

Chris Crawford on Game Design by Chris Crawford
History of Digital Games: Developments in Art, Design and Interaction by Andrew Williams

GRADING

The following factors will be considered when assigning your grade.

A. Ability to intellectually engage the material investigated in the course.
Students are to thoughtfully engage the material presented in readings, presentations and discussions. Responses to questions should be directly and thoughtful related to topics investigated in the assignment.

B. Communication.
The ability to communicate ideas and concepts to others. This includes written, verbal, and visual communication skills. Outside critics will be brought in at the end of some projects to review your work in an open forum environment. These presentations should be considered "client presentations" and should be presented with a level of professionalism consistent with your work.

C. Independent thinking.
Independent thinking will be evaluated and will be based on the ideas and thoughts developed on an independent basis by the student. Depth of creative thought is primary to the independent thinking evaluation. Independent thinking must be clearly demonstrated in all aspects of the course including verbal participation in the classroom.

D. Professional Attitude.
Students are to express and articulate clearly their view toward the topics in this course in a method reflects the quality of a professional in the field of design. It is the ethical responsibility of the student to support the learning community in this course in a positive and constructive manner.
Professional attitude includes the ability to receive and give critical feedback, respond to challenging situations with a positive attitude, and support an excellent working studio environment are all essential to receiving high marks in professional attitude evaluations.

Grade breakdown.
10% Class Participation
90% Projects 1, 2, 3, 4, 5 (18% each)

A/4.0 (superior) B+/3.5 (excellent) B/3.0 (very good) C+/2.5 (good) C/2.0 (acceptable) D/1.0 (minimum) F/0.0 (inadequate).

PDF+CRITIQUE

All projects are accompanied by prepared, well designed PDF and presentation to the class. Each grade will be based on final images (50%) and PDF and presentation (50%)

ATTENDANCE, ACCOMMODATIONS FOR STUDENTS WITH DISABILITIES

IF YOU ARE SICK, PLEASE STAY HOME. Student is responsible for letting instructor know of their absence and making up the work. Absences for illness in order to be excused MUST be accompanied by documentation from professional medical personnel who are NOT members of your family. Since religious holidays are known in advance, students who expect to be absent due to religious holidays must notify their instructor by the second week of class.

Students with either freshman or sophomore standing also have an attendance requirement overlaid on the grading criteria. No more than three unexcused absences are permitted without a grade reduction. Each unexcused absence above the three (starting with the fourth) will result in a grade reduction of .5 for the semester. In other words, four absences would result in a maximum grade of B+ (assuming everything done is of "A" quality), five absences would result in a maximum grade of "B", six in a maximum grade of "C+", etc. Students do NOT receive extensions for submission of work due to any unexcused absences. Acceptance of late work is at the discretion of the individual instructor.

NJIT and instructors will endeavor to make any accommodations required and necessary for the success of students with disabilities. However, in order to receive accommodations disabilities MUST be documented with the NJIT Disability Office AND notification of request for accommodation must be made to the instructor by the second week of class. No accommodations can be granted "after the fact" unless due to a situation (injury/illness/etc.) that occurs or is documented during the semester. In those instances accommodations will commence upon notification or observation of the disability.

PROJECT 1 HISTORY OF VIDEO GAMES ANALYSIS

Goal:
Choose a video game from history to analyze. Create a presentation with slides/images/websites and make sure that they are posted on the shared drive.

Task:
Create a short presentation on a video game that you feel passionate about. Deliver in-depth background information on the game's history, politics, production, inspiration, quality, fun factor and playability. Present knowledge about the video game's studio. Also express personal opinions about the video game. Talk about the pro's/con's and what you could do to improve it if you could.
Obtain 10% of grade for course from this assignment.

Delivery:
Presentation with Text and Images, PDF
+Presentation

Tools:
Any tools you want. (Adobe Acrobat, etc.)

Dates:
Final Presentations: 09/13/24

PROJECT 2
VIDEO GAME
ANALYSIS &
MECHANICS

Goals:
Use your research and create pre-production sketches for a game's function and/or mechanics. Design a diagram and/or a game mechanics sheet and/or a function concept and/or skill tree for a video game of your choice.

Task:
Create a blueprint or diagram or skill tree or some kind of pre-production sketches for a video game mechanic of your choice. Use video game history references to mechanics inspired off of past games. Demonstrate innovative improvements to specific game mechanics. Acquire up to a total of 15% of your grade for the course.

Delivery:
1-3 pages of concept sketches. Can be 2D or 3D.
+ Presentation

Tools:
Procreate, Photoshop, Paper, Pencil or any tools you want to use.

Dates:
Assigned: 09/13/24
Final Presentations: 10/04/24

PROJECT 3
VIDEO
GAME
REVIEW

Goals:
Choose a modern video game from the present with a high amount of concurrent players and write a 1-2 page review on it. Read and present your review to the class.

Task:
Research a video game that has a high amount of concurrent players and write a 1-2 page review talking about the pro's and con's of the game. Write about the studio and the production of the game. In your paper, talk about the inspiration behind the game and the plans that the studio used to bring it to the market. Talk about the politics, history and showcase the studio's moral or immoral dilemmas. Expose your game's studio as a role model or unethical type of company. Give real life examples of situations that revolve around the game you have chosen to write about. Be sure to read your paper as a presentation for up to a total of 15% of your grade for this course.

Delivery:
1-2 text pages of video game review
PDF+Presentation

Tools:
Adobe Acrobat, Microsoft Word, etc.

Dates:
Assigned: 10/11/24
Final Presentations: 10/25/24

PROJECT 4
VIDEO GAME
REVIEW 2

Goals:
Spin a wheel and write a review about a randomly selected video game from the wheel of choices. Write a 1-2 page review on it. Read and present your review to the class.

Task:
You will be randomly assigned a video game and must write a 1-2 page review on it. Write about the studio and the production of the game. In your paper, talk about the inspiration behind the game and the plans that the studio used to bring it to the market. Talk about the politics, history and showcase the studio's moral or immoral dilemmas. Expose your game's studio as a role model or unethical type of company. Give real life examples of situations that revolve around the game you have chosen to write about. Be sure to read your paper as a presentation for up to a total of 15% of your grade for this course.

Delivery:
1-2 text pages of video game review
PDF+Presentation

Tools:
Adobe Acrobat, Microsoft Word, etc.

Dates:
Assigned: 11/01/24
Final Presentations: 11/15/24

PROJECT 5
HISTORIC
LEVEL
DESIGN

Goals
Create a new 2D or 3D level for a game that already exists.

Task:
Create a high quality scene. Treat this deliverable as if it is for a prestigious client. You can use 3d simulations, live action video, virtual production, mega scans, green screens, or whatever you want to make a visually compelling scene. This should be your best work yet!

Delivery:
3-7 rendered stills of different angles of your level and pre-production shots.
If created with Unreal Engine, include a screen recorded game level test as .mp
PDF+Presentation

Tools:
Maya, Unreal Engine, Procreate, Photoshop, etc.

Dates:
Assigned: 11/22/24
Final: 12/06/24