



Wayne County Community College District

COURSE SYLLABUS

VGD 268 Computer Games Foundations

CREDIT HOURS: 3.00

CONTACT HOURS: 45.00

COURSE DESCRIPTION:

This course is designed as a first course for computer Game Design and Development Concentrations which will introduce the vocabulary and concepts of game development. This course is a very comprehensive overview electronic game development process and underlines the historical context, content creation strategies, and future trends in the industry. The student will learn how games are produced, tested and released. The game industry is the fastest growing segment of the entertainment market and an excellent field for career advancement

PREREQUISITES: NONE

EXPECTED COMPETENCIES:

Upon completion of this course, you should be able to:

1. Discuss the history of electronic game development.
2. Distinguish between the different game platforms and genres.
3. Define elements related to game strategy, theory and game play.
4. Identify the distinct roles and responsibilities of members of the game development team.
5. Analyze and develop game concepts and proposals.
6. Apply story and character development to games.
7. Evaluate the game industry and market.

ASSESSMENT METHODS:

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:

90%-100% = A
80%-89.9%= B
70%-79.9%= C
60%-69.9%= D
<60% = E