

COURSE OUTLINE

MASS-140

Introduction to Gaming and Simulation Design

3 Semester Hours

HOWARD COMMUNITY COLLEGE

Description

This course is designed for students in the gaming and simulation design curriculum, individuals currently working in the gaming industry, and people interested in exploring an up-and-coming technology. This course will expose the student to the fundamentals of gaming and simulation design from concept to forming strategies and development. The course will cover topics such as gaming genres, simulation conventions, design strategies for gaming and simulation, interface design, storytelling, and selling concepts in formal proposals. (4 hours weekly)

Overall Course Objectives

Upon completion of this course, the student will be able to:

1. Describe the fundamentals of simulation and gaming design, including interface design, programming requirements, and development of concepts that bring a simulated environment to life.
2. Design basic gaming elements and write a comprehensive design document as a formal proposal for development.
3. Compare and synthesize varying types of gaming genres.
4. Design artistic elements to be used in gaming designs.
5. Explore conventions in simulation design.
6. Analyze elements that make up effective presentation.
7. Apply current market trends for gaming and simulation to design strategies.
8. Create design strategies for diverse specifications and markets.
9. Demonstrate requirements for bringing gaming concept to completion.
10. Describe gaming play flow through levels of user experience and prompts.

Major Topics

1. Gaming Genres
2. Simulation Conventions
3. Interface Design
4. Storytelling
5. Programming using Flash
6. Formalizing a Proposal

Course Requirements

This course will consist of projects demonstrating understanding of the individual components of simulation and gaming design, which will be explored via the Internet, examples in Flash, and reading materials.

Other Course Information

In order for students to receive a passing grade, they must spend significant time working on projects outside of the classroom. This will require time on a computer either at home or at the HCC's computer labs.