Syllabus

CSC4821/6821

Fundamentals of Game Design

Course Syllabus

Class time: Tuesdays and Thursdays 2:50 pm - 4:35 pm

Classroom: Aderhold Learning Center 229

Instructor: Professor Ying Zhu

Email: yzhu@gsu.edu

Office: 25 Park Place, suite 718

Office hours: Tuesdays 1:00 pm - 2:30 pm

The course syllabus provides a general plan for the course; deviations may be necessary.

Course Description

This course covers major aspects of game design such as challenges, game play, actions, core mechanics, worlds, characters, game balancing, user interfaces, and game genres. I will discuss the theories and principles of game design, but will also give tutorials on game development. Students will gain hands-on experience by developing a simple game.

Prerequisite

- Some programming experience
- This course assumes no prior experience of computer graphics.

Textbook


Topics

- Design components and processes
- Game concepts
- Game worlds
- Creative and expressive play
- Character development
- Storytelling and narrative
- User interfaces
- Gameplay
- Core mechanics
- Game balancing
- Level design
- Game genres

**Grading**

CSC4821 students:
- Projects 65%
- Homework 30%
- Class participation 5%

CSC6821 students:
- Projects 55%
- Homework 20%
- Graduate student project 20%
- Class participation 5%

The grading scale is as follows:

- A: 90+
- B: 80 - 89
- C: 70 - 79
- D: 60 - 69
- F: < 60

Each student’s letter grade for the course will depend directly on the numerical scores earned on the projects and exams.

**Lecture notes**

Lecture notes will be posted online before each class. The lectures may be recorded and distributed via D2L Brightspace.

**Attendance**

Attendance to all lectures is required. If you miss a class, you still are responsible for the material covered that day, including project or homework assignments and changes in schedules.

**Withdrawal**

March 2 is the semester midpoint.

**Disability Accommodations**

Students needing academic accommodations for a disability must first contact Disability Services (Student Center, Room 230, extension 3-9044) and obtain a formal letter from that office authorizing special handling of the student. They should then schedule an appointment with the instructor to make appropriate arrangements.

**Academic Honesty**

Students are expected to conduct themselves in accordance with the University’s policy on academic honesty, which is located in section 409 of the [faculty handbook](#).