

Game Design

Oak Hills High School, Business & Technology, ½ credit



Contact Information			
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Office Hours:	If you need additional help or time on a classroom computer, please let me know. Most days, I am available before or after school as needed.		
Department Social Media Accounts:	Follow us on your various social media accounts: Twitter: @ohhsbusandtech Instagram: OHHSBusandTech Facebook: Oak Hills Business & Technology Dept. ***Tag us and post using the hashtag #OHHSskillsforSuccess for extra credit. ***		



Course Overview

“Gaming” doesn’t only mean “video games”. Gamers also play board games, card games, simulations, and participate in interactive stories. This course breaks down the design process step by step. Students learn the fundamentals of game mechanics, game art, and game narratives. Their final project includes building, playtesting, and continually improving a team built board game that can be played with friends and added to their game portfolio.

Course Objectives

Students will demonstrate proficiency with:

- identifying the fundamental skills and techniques of game design
- applying the fundamental skills and techniques of game design in the construction of a game prototype
- refining a game prototype through a productive cycle of playtesting
- participating in the iterative process in a mutually respectful collaborative environment
- executing a well-planned presentation that includes an analysis of the final product and game design process
- exploring college and career opportunities in game design.



Course Outline

We will try to follow the schedule listed below. However, changes may be made due to class needs, overall progress, or unforeseen interruptions.



TOPIC	TASKS	TIMEFRAME
Introduction to Class	Syllabus, Student Survey, Game Supplies (homework), Class Folder setup, Classroom and ClassCraft accounts	1 week
Define a Game	Re-design a Children's Game, I Am a Game Designer discussion, Game Design Journal	1 week
The Process of Game Design	The Spine, Brainstorm Setting, The Game Design Cycle	1 week
The Game Prototype	Your Design Team, Design Document Activity, Build Your Game Prototype	3 weeks
Game Designers' Tools	The Nature of Reality, Reward Cycles	1 week
Game Complexities	Perfect Imbalance, Playtesting, Methods of Game Balance	1 week
Games and Story	Change and Conflict, Retell a Game Story, Go on a Hero's Journey, Analyze a Game Character	2 weeks
Game Worlds	Design an RPG Adventure	1 week
Special Types of Games	Puzzles	1 week
The Player's Mind	Thinking About Board Games Thinking About Video Games	1 week
Reflecting on Game Design	Brainstorm an Original Idea Pitch the Game Idea	1 week
Multiplayer Games	MMOs	1 week
Delivering Your Original Game	Final Presentation	3 weeks