

# Example Syllabus

For an Advanced Elective Game Design Course

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## Description

Serious games - those which have a purpose other than pure entertainment - offer great opportunities for developers to have a broader impact on the world. However, the merger of compelling gameplay and specific real-world goals also introduces a new set of challenges to the game development process. In this course, you will analyze the spectrum of serious games application areas, including business, education, training, healthcare, and society. In addition, you will develop a game prototype in a serious topic area of personal relevance to you.

## Learning Objectives

By the end of this course, you will be able to:

1. Describe how serious games are applied across several real-world industries.
2. Analyze the opportunities and challenges presented by serious games.
3. Develop a serious game prototype in a topic area of interest.
4. Evaluate the effectiveness of serious games.

## Reading

- Abt, C. (1970). Serious Games. New York: Viking Press. ISBN: 9780819161482
- Games, readings, and reference materials will be provided.

## Required Materials

- Writing utensils and paper for taking notes and participating in activities
- Arts and crafts materials, such as paper, pencils, pens, and markers for prototyping
- Cards, dice, game pieces, counters, and similar materials for playtesting

## Grading Policy

You will earn grades according to your performance on assignments, exams, projects, discussions, peer reviews, attendance, participation, and professionalism. For group work, individual team members may earn different grades based on their efforts and contributions. Grade penalties may be earned as described in subsequent policies.

- Participation 20%
- Peer Review 20%
- Project(s) 60%

## Late Policy

No late assignment submissions will be accepted. Any submission made after the stated deadline will earn a zero grade.

## **Attendance Policy**

Timely attendance is mandatory for all sessions and critical to your success in this course. It is your responsibility to arrive before the start of each class session and to ensure that you personally sign the attendance sheet. Any person who is absent for 25% or more of the sessions during the semester will automatically fail the course, regardless of any other performance. You will be marked absent if you arrive after the scheduled start time. You may not leave class early without permission.

## **Professionalism Policy**

You will behave in a professional manner in this course and in all interactions that you have with students, staff, and faculty. You are expected to engage yourself in class sessions, participate in discussion topics, and ask questions. During class sessions, you are permitted only to conduct work related to this course. You should also minimize your distractions, such as private conversations, eating, sleeping, or the off-topic usage of electronic devices. At the instructor's discretion, you may be dismissed from class or have your distractions confiscated.

## **Academic Integrity Policy**

Details on the academic integrity policy can be retrieved from the Course Catalog. It is your responsibility to inform yourself of this policy and to conduct yourself according to the stated regulations. A failing or zero grade constitutes the minimum penalty for any course, examination, or assignment in which academic misconduct occurred. For example, actions such as cheating on exams, sharing individual coursework between multiple students, copying text or images from offline or online sources, and failing to cite written source material, all constitute violations of academic integrity. All violations will be formally reported to the Registrar and maintained on your permanent record.

## **Disability Support Services**

If you require special assistance, you must report to the student affairs office and provide up-to-date documentation confirming any disability. Further details on disability support services may be found in the Course Catalog.

## Tentative Outline

A tentative outline of the course schedule is provided. The content and order of presentation are subject to change.

Week	Topic
1	Course Overview Serious Games Overview Project Concept
2	Development Plan Review Educational Games
3	Playtest 1
4	Milestone 1 Review Advertising Games
5	Training Games
6	Playtest 2
7	Milestone 2 Review Military Games
8	Awareness Games
9	Playtest 3
10	Milestone 3 Review Political Games
11	Health Games
12	Playtest 4
13	Milestone 4 Review
14	Postmortem