

Game Design

Scope and Sequence

Module	Approx. Time*	Discussions	Individual Activities	Project Activities
1 Define a Game	5 hours	<ul style="list-style-type: none"> Fun to Play I Am A Game Designer 	<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> Re-Design a Children's Game
2 The Process of Game Design	5 hours		<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> The Spine Brainstorm Setting Game Design Cycle
3 The Game Prototype	15 hours		<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> Design Document Activity
4 Game Designer's Tools	5 hours	<ul style="list-style-type: none"> Reward Cycles 	<ul style="list-style-type: none"> Game Design Journal The Nature of Reality 	<ul style="list-style-type: none"> IDEA Team Game Design Process
5 Game Complexities	5 hours	<ul style="list-style-type: none"> Perfect Imbalance 	<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> IDEA Team Game Design Process Module 5 Playtest
6 Games and Story	10 hours	<ul style="list-style-type: none"> Change and Conflict 	<ul style="list-style-type: none"> Game Design Journal Retell a Story Go on a Hero's Journey Analyze a Game Character 	<ul style="list-style-type: none"> IDEA Team Game Design Process
7 Game Worlds	5 hours		<ul style="list-style-type: none"> Game Design Journal Design an RPG Adventure 	<ul style="list-style-type: none"> IDEA Team Game Design Process
8 Special Types of Games	5 hours	<ul style="list-style-type: none"> Puzzles 	<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> IDEA Team Game Design Process
9 The Player's Mind	5 hours	<ul style="list-style-type: none"> Thinking about Board Games Thinking about Video Games 	<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> IDEA Team Game Design Process
10 Reflecting on the Game Design Process	5 hours		<ul style="list-style-type: none"> Game Design Journal Brainstorm an Original Idea Pitching the Game Idea 	<ul style="list-style-type: none"> IDEA Team Game Design Process
11 Multiplayer Games	5 hours	<ul style="list-style-type: none"> MMOs 	<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> IDEA Team Game Design Process
12 Delivering Your Original Game	15 hours		<ul style="list-style-type: none"> Game Design Journal 	<ul style="list-style-type: none"> Final Presentations
Final Exams			<ul style="list-style-type: none"> Final Exam - Multiple Choice Final Exam - Essay 	