

Real World Projects

Syllabus

Overview: The Zulama Real World Projects course is an internship experience that provides an opportunity to work on a real world game design project as part of a design team. Students utilize their 21st Century Skills, game design skills (storytelling, coding, game mechanics) and knowledge of the design process gained while taking the Zulama Foundation and Skills courses. Students manage an entire real world game design project from initial design to client presentation.

Learning Outcomes: *Students will demonstrate proficiency with...*

- Sharing subject matter knowledge with other members of the design team in ways that promote a creative and positive work environment
- Contributing art, programming, storytelling, and/or game design skills to building a fully playable board or digital game, or other game-related project
- Communicating with clients in a problem/solution environment
- Presenting a finished team product in a professional manner

Length of Course: Between 80 and 120 hours of coursework

Assessments Include:

- Game Board Rubric
- Group Activity Rubric
- Game Design Document Rubric
- Mobile Game Design Project Rubric
- Games Programming Workshop Rubric

Modules	Lessons	Assignments
1 Course Overview	1 The Basics 2 IDEA Teams 3 Best Practices	
2 Course Schedule	4 Scope of Project 5 Story and Documentation 6 Prototype 7 Iterative Cycle 8 Presentation	<ul style="list-style-type: none">● Contract● Status Report● Design Document● Game Storyboards● Week 4 Status Report● Week 10 Status Report● Week 10 Game Design Document● Week 14 Status Report● Final Game Design Document● Playable Game● Presentation
3 Entrepreneurship	9 Funding Models 10 Game Design Industry	<ul style="list-style-type: none">● SWOT Analysis