

COURSE SYLLABUS

COURSE TITLE:	DESIGN AND CONSTRUCTION OF INTERACTIVE SYSTEMS		
COURSE CODE:	CMPT 106	TERM:	2014/15 Winter Term
		START DATE:	Jan 6, 2015
CLASS LOCATION:	Thorv 205A	LAST CLASS:	Apr 7, 2015
CLASS TIME:	Tue 11:30 – 12:50 Thu 11:30 – 12:50	LAB LOCATION:	Thorv S320
		LAB TIME:	Thu 4:00 – 5:20 Thu 5:30 – 6:50
WEBSITE:	moodle.cs.usask.ca		

Course Description

This course focuses on the mechanics of computer games, and students will learn about the design of games, how to critically evaluate games, and about strategies for playtesting games. Design topics include consideration of narrative, game rules, collaboration, and animation.

CMPT 106 can be taken as a science course by non-science students; CMPT 106 cannot be taken as a science course by science students.

Course Overview and Learning Objectives

Please see the course schedule for a list of topics and lecture dates. The following topics may be covered but are subject to change.

- Critical Thinking for Games
- Formal Elements: players, objectives, rules, procedures, resources, conflicts, boundaries, and outcomes
- Dramatic Elements: Challenge, play, premise, character, story, world building, and the dramatic arc
- Low-fidelity Prototyping: storyboarding
- Digital Prototyping: Unity
- Playtesting techniques
- Effective interface design in games
- Advance topics: functionality, completeness, game balance, serious games, gamification, and casual gaming

Instructor Information

Name, Contact Information, & Office Hours

Instructor:	Adrian Reetz, adrian.reetz@usask.ca ,	meetings upon appointment
TA / marker:	Jason Bowey, jason.bowey@usask.ca ,	meetings upon appointment
TA / marker:	Sami Uddin, sami.uddin@uask.ca ,	meetings upon appointment

Resources

Readings / Textbooks

There is one optional textbooks for this course. Partial lecture notes and slides will be provided online, via the course website; however, lecture notes are not a substitute for attending class. Class time will be used for content presentation, examples, case studies, design exercises, and group interaction. The visual nature of the course content, combined with the interactive nature of the content presentation, means that class attendance is essential to success in this course.

Optional textbook: Tracy Fullerton. Game Design Workshop: A Playcentric Approach to Creating Innovative Games. Third edition (2014), CRC Press, ISBN: 978-1-4822-1716-2.

Website

The course website is on Moodle and can be accessed from <http://www.cs.usask.ca/courses/>. Course announcements regarding assignments and examinations as well as other information may and will be communicated to the class via this website. The student is responsible for reading this website regularly.

Grading Scheme

- Assignments 15 %
- Project 30 %
- Midterm exam 15 %
- Final exam 40 %
- Total 100 %

Evaluation Components

Assignments

Value: 15 % of final grade

Assignments will be used as tool to reinforce concepts learned in class. All assignments must be completed individually, unless otherwise stated.

Due Dates

There will be a number of small assignments over the course, assigned as the course material dictates. Students will be given a week to complete any assignment that is expected to take more than an hour to complete. Smaller assignments may be due the following class.

Submission

Submission instructions for assignments will be given in the descriptions of individual assignments.

Late Assignment Policy and Extensions

Absolutely no late assignments will be accepted. Absolutely no extensions will be provided for assignment due dates. At the end of the course, the bottom mark for assignments will be dropped when calculating the average assignment grade.

Project

Value: 30 % of final grade

This course requires completion of a single team project which has several marked deliverables throughout the term. The goal is to provide students with practical experience in designing, implementing, and playtesting games. Students will participate in the same team throughout the course. There are six stages to the team project, each with a milestone and deliverable. More detail for each component will become available in time. Please consult the course schedule (early and often) for timing of components.

Grading Scheme

Each project component will be graded and given a weight of the total project grade (30% of grade).

- Proposal / pitch 4 %
- Paper prototype 4 %
- Playtesting I 2 %
- Digital prototype 15 %
- Playtesting II 3 %
- Class presentation 2 %

Team Peer Evaluation

Group work is beneficial for the learning experience, but has the drawback that some members of a group may not carry their weight in terms of group participation. To mitigate this factor, students will perform peer evaluations of their project group members. These evaluations will be used to scale the project grade.

Submission

Submission instructions for projects will be given in the descriptions of individual project components.

Late Project Policy and Extensions

Absolutely no late project components will be accepted for grading. As the project components build upon each other, feedback will be provided on late projects, but the grade for the late component will be zero. Absolutely no extensions will be given for project components.

Midterm Exam

Value: 15 % of final grade

Date: Thursday, February, 12th (tentative)

Length: 1 hour

A student who misses the midterm test due to illness must contact their instructor by email on the day of the missed test explaining the reason for their absence. The student must subsequently provide appropriate medical documentation to the course instructor at which time the instructor and the student shall discuss how the missed exam will be made up.

A student who cannot attend a midterm test for religious reasons or due to a conflict with another class or examination must inform the instructor at least two weeks prior to the test date so that alternative arrangements can be made.

Final Exam

Value: 40 % of final grade
Date: To be determined
Length: To be determined

A student who misses the final examination for any reason, has a conflict with another final examination, or cannot attend the final examination for religious reasons must follow the appropriate procedures outlined in the University of Saskatchewan calendar.

Important Regulations

All students must be properly registered in order to attend lectures and receive credit for this course. Failure to write the final exam will result in failure of this course. To obtain a passing grade in this course, the weighted average of the student's midterm test and final exam grades must be at least 50 %. To be eligible to write the final examination, the student must have a standing of at least 30 % in all other course work (weighted average of all assignments and midterm).

Integrity Defined (from the Office of the University Secretary)

The University of Saskatchewan is committed to the highest standards of academic integrity and honesty. Students are expected to be familiar with these standards regarding academic honesty and to uphold the policies of the University in this respect. Students are particularly urged to familiarize themselves with the provisions of the Student Conduct & Appeals section of the University Secretary Website and avoid any behavior that could potentially result in suspicions of cheating, plagiarism, misrepresentation of facts and/or participation in an offence. Academic dishonesty is a serious offence and can result in suspension or expulsion from the University.

All students should read and be familiar with the Regulations on Academic Student Misconduct (<http://www.usask.ca/secretariat/student-conduct-appeals/StudentAcademicMisconduct.pdf>) as well as the Standard of Student Conduct in Non-Academic Matters and Procedures for Resolution of Complaints and Appeals (<http://www.usask.ca/secretariat/student-conduct-appeals/StudentNon-AcademicMisconduct.pdf>)

For more information on what academic integrity means for students see the Student Conduct & Appeals section of the University Secretary Website at: <http://www.usask.ca/secretariat/student-conduct-appeals/forms/IntegrityDefined.pdf>

Examinations with Disability Services for Students (DSS)

Students who have disabilities (learning, medical, physical, or mental health) are strongly encouraged to register with Disability Services for Students (DSS) if they have not already done so. Students who suspect they may have disabilities should contact DSS for advice and referrals. In order to access DSS programs and supports, students must follow DSS policy and procedures. For more information, check <http://students.usask.ca/health/centres/disability-services-for-students.php>, or contact DSS at 966-7273 or dss@usask.ca.

Students registered with DSS may request alternative arrangements for mid-term and final examinations.

Students must arrange such accommodations through DSS by the stated deadlines. Instructors shall provide the examinations for students who are being accommodated by the deadlines established by DSS.