Course Prefix and Number: ITP160 Credits: 3

Course Title: Introduction to Game Design and Development

Course Description

Introduces object-oriented game design and development. Provides overview of the electronic game design and development process and underlines the historical contest, content creation strategies, game careers, and future trends in the industry. Utilizes a game language environment to introduce game design, object-oriented paradigms, software design, software development and product testing. Teaches skills of writing a game design document and creating a game with several levels and objects. Integrate 2D animations, 3D models, sound effects, and background music as well as graphic backgrounds. Prerequisite: ITE 115 or equivalent. Lecture 3 hours per week.

General Course Purpose

An introduction to game design and development for IST and non-IST majors

Course Prerequisites/Corequisites

ITE 115 or equivalent

Course Objectives

Upon completing the course, the student will be able to:

1. Investigate and report on the history of electronic game development.
2. Distinguish between different game platforms and genres.
3. Define elements related to game strategy, theory and game play.
4. Identify the distinct roles and responsibilities of members of the game development team.
5. Analyze and develop game concepts and proposals.
6. Apply story and character development of games.
7. Evaluate the current game industry and market.

Major Topics to be Included

1. History of electronic game development
2. Game platforms and genres
3. Game strategy, theory and game play
4. Roles and responsibilities of game development team
5. Game concepts and proposals
6. Story and character development games
7. Current game industry and market

Effective Date of Course Content Summary: 9/23/2008