



Course Outline

2026-2027 Catalog

MSP 42 - Digital Game Design and Production

Catalog Description

Transfer Status: CSU

Unit(s): 3.00

Lecture: 34.00 Contact hours/68.00 Out of class hours/102.00 Total hours/2.00 Unit(s)

Lab: 51.00 Contact hours/0.00 Out of class hours/51.00 Total hours/1.00 Unit(s)

Total: 85.00 Contact hours/68.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

Course Description: This course is an introduction to the use of current software tools for designing indie games. Topics include the creation of game art and the application of authoring to add interactivity. Students will learn to design simple games using multiple software authoring tools.

Objectives

Upon successful completion of this course, the student should be able to:

1. Discuss current events and identify opportunities in the independent game design industry.
2. Create and incorporate a variety of game assets into a digitally produced interactive game.
3. Use multiple authoring software applications to add interactivity.
4. Upload simple digital games to the web and to mobile devices.

Course Content

Topic Titles / Suggested Time Topic

Lecture

<u>Topics</u>	<u>Lec Hrs</u>
Introduction to Digital Game Design	2.50
Digital Game Design - A Survey of the Industry	2.25
Digital Design Tools	2.25
Game Asset Design - Background Design	2.25
Game Asset Design - Character Player Design	2.25
Game Asset Design - Typography for Games	2.25
Game Asset Design - Props and Special Effects	2.25
Game Interactivity - Intro to Game Programming	2.25
Game Interactivity - Implementing Game Assets	2.25
Game Interactivity - Player Character Movement	2.25
Game Interactivity - Game Asset Interaction	2.25
Game Interactivity - Keeping Score	2.25
Game Interactivity - Linking and developing Library Assets	2.25
Game Interactivity - Final Game Design	2.25
The Future of indie and professional Gaming	2.25

Total Hours: 34.00

Lab

<u>Topics</u>	<u>Lab Hrs</u>
Introduction to Indie and Professional Game Design	3.40
Game Design - A Survey of the Industry	3.40
Digital Game Design Tools	3.40
Game Asset Design - Background Design	3.40
Game Asset Design - Character Player	3.40
Game Asset Design - Typography for Digital Games	3.40
Game Asset Design - Props and Special Effects	3.40
Game Interactivity - Intro to Digital Game Authoring	3.40
Game Interactivity - Implementing Digital Game Assets	3.40
Game Interactivity - Player Character Movement	3.40
Game Interactivity - Digital Game Asset Interaction	3.40
Game Interactivity - Keeping Score	3.40

Topics	Lab Hrs
Game Interactivity - Linking and Developing Library Assets	3.40
Game Interactivity - Final Digital Game Design	3.40
The Future of Indie and Professional Digital Gaming	3.40
Total Hours:	51.00

Methods of Instruction

- A. Class Activities
- B. Discussion
- C. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- D. Instructor Demonstrations
- E. Lecture
- F. Multimedia Presentations
- G. Reading Assignments

Methods of Evaluation

- A. Exams/Tests
- B. Quizzes
- C. Research Projects
- D. Class participation
- E. Lab Projects
- F. Final Examination
- G. Written Assignments
- H. Class Discussion

Examples of Assignments

Reading Assignments

1. Digital Gaming Blog - Visit the gaming blog supplied by instructor. Read one article about Digital games. Be prepared to discuss your article in class.
2. Future of Digital Games - Google "the future of digital games," find and read at least one article on the future of digital games. Be prepared to discuss your chosen article in class.

Writing Assignments

1. Research a game - Choose a web, console, or mobile game and write a one page paper about the game. Is the game fun? If yes, what makes the game fun? If no, what are the problems with the game?
2. Casual Gaming - Identify a Digital game which could be considered a casual game. Write a one page paper about the game, listing and describing the features of the game? Specifically address the question of what demographic (i.e., sex, age, etc.) the game is targeted for.

Out-of-Class Assignments

1. Interactive Storybook - Now that you've developed your art assets, create a simple storyboard for a three (3) page interactive story.
2. Game Art Collage - Using the Photoshop template provided and the internet, assemble a collage of game art elements.

Recommended Materials of Instruction

Tracy Fullerton. (2018). Game Design Workshop: A Playcentric Approach to Creating Innovative Games. *A K Peters/CRC Press, 4th*.
Don Daglow. (2018). Indie Games: From Dream to Delivery. *Sausalito Media LLC, 1st*.

Minimum Qualifications

Multimedia

Created/Revised by: Donnelly, Daniel

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