Sacred Heart University
Computer Science Department
5151 Park Avenue
Fairfield, CT 06825-1000
203-371-7799

Class Syllabus

Section No.: CS 570 LX
Title: Introduction to Video Game Production
Credits: 3
Semester: Summer 2014
Class Time: Monday – Friday, 9:00a – 1:00p
Class Location: Luxembourg Campus and Cologne, Germany
Instructor: Francesco Sardo
Email: sardof1856@sacredheart.edu
Office: HC 109 H (Fairfield Campus)
Office Phone: 203-371-7748 (Fairfield Campus)
Office Hours: by appointment
Textbook(s): Fundamentals of Game Development
Author(s): Heather Maxwell Chandler, Raphael Chandler
ISBN-13: 9780763778958

Course Description: This course provides an overview of video game production. The course covers the phases of game production, the role of the publisher and developer, and information on how to manage teams. In addition, information is presented on basic design elements that are used when creating the game concept. The course concludes with a discussion of marketing and public relations. The second week of the class will be held at the Game Developers Conference and Gamescom where we will implement the topics learned in class while we meet with leaders in the gaming industry.

Prerequisites: none, other than an interest in the gaming industry

Course Objectives:

- Understand what a producer does in the game development process
- Understand the roles on the game development team
- Learn about the phases of game development and the tasks that occur
- Understand the roles of the publisher and developer in the game development process
- Understand basic game design concepts and how to use them in the development process
- Learn about technical production, including voiceover, music, and localization

Materials: You will need a personal computer to access the class material that will be posted to Blackboard which is accessed through the MySHU portal on the Sacred Heart University website's homepage. Microsoft Office documents will be used. There is no special software needed for this course. The SHU Factory is available to assist you with technology-related issues.

Communications: All announcements, email notifications, class material and grading will be done through Blackboard. Check for announcements and updates daily. You are responsible for having access to Blackboard prior to starting the course. All class notes, presentations and examples presented in class will be available on Blackboard upon the completion of each class. Use only your SHU email address.

Attendance: Class attendance and participation is expected and is part of your final grade. This includes being ready by the beginning of class and staying until its conclusion. Each week's material builds upon the previous week. More than two absences from class will result in an automatic failure from the course. Phone use and social networking is prohibited in class.

Assignments: There will be daily projects. They will be based on the topics presented in class. You will be expected to work independently and as a mentor for a team in a collaborative effort. As a mentor and team leader, you will delegate tasks to students on your team based on their role on the team. Prior to the start of the class, you will prepare an itinerary for the Game Developers Conference Europe. During the conference, you will monitor each team member's personalized journal and mentor them based on their role or discipline on your team. At the conclusion of the class, you will submit your journal entries which will be published to the school's website so that others may learn from your experiences and insight. There will be a final project of the presentation of a proposed game development project.

Extra Credit: No extra credit work is available in this class.

Exams: There will be regular quizzes based on the presented topics in class. They will be held in-class and therefore no makeups will be given.

Grading:	Quizzes	25%
	Projects	25%
	Journal	25%
	Final project	25%

Class	**Day**	**Topic**	**Location**
1.	Monday, August 04	Game Industry Overview	Luxembourg
2.	Tuesday, August 05	Concept Phase, Story, Setting, and Characters	Luxembourg
3.	Wednesday, August 06	Game Requirements and Plan Phases	Luxembourg
4.	Thursday, August 07	Game Production Phase, Voiceover and Music	Luxembourg
5.	Friday, August 08	Localization, Testing and Marketing	Luxembourg
6.	Monday, August 11	Game Developers Conference, Day 1	Cologne
7.	Tuesday, August 12	Game Developers Conference, Day 2	Cologne
8.	Wednesday, August 13	Game Developers Conference, Day 3	Cologne
9.	Thursday, August 14	Gamescom Trade Show, Day 1	Cologne
10.	Friday, August 15	Gamescom Trade Show, Day 2	Cologne

Changes to the syllabus: This syllabus and course outline is subject to change by the instructor during the course of the semester. Changes may be necessary because of students' specific interest(s), the general class progression and emerging topics of interest. If such changes are implemented, they will be announced in class and posted to Blackboard if used in the course. This syllabus and any addendums attached shall not be construed by the student as a contract, implied or expressed, between the student and/or the professor and the University.

Academic Integrity Policy: The University has a standing policy in place with regard to academic integrity. As stated in the University policy, this requires on the part of students a commitment to the fundamental values of honesty, trust, fairness, respect and reasonability. All students are expected to familiarize themselves with the policy and be in compliance. This policy can be found online at http://www.sacredheart.edu/officesservices/registrar/academicintegritypolicy/. In addition to this policy, the Department of Computer Science and Information Technology has the following guidelines.

- At no time is a student permitted to turn in work belonging to someone else and represent it as his/her own. This includes material from another student, the internet, a book or any other source not your own.
- Any material "borrowed" from the internet, must be cited in a student's assignment. This may take the form of images, graphic designs or other material allowed by a professor. Any time that material is used from the internet, it must be explicitly cited. For example, if a student uses images "borrowed" from the internet as part of a web page, somewhere in the assignment the student must state "All of my images were downloaded from the internet." Some faculty may require a specific bibliography of information used on assignments and others may allow a more general statement of information used.
- If a student downloads material from the internet and modifies it in some way to fit the assignment, he/she must cite the original work in his/her assignment.
- At all times, students must be able to explain code they have written. If it is suspected that a student has cheated (as defined by university policy) or submitted another's work as his/her own, a faculty member may question a student on his/her code/assignment. The student must be able to explain the details of the assignment and nature of the solution.
- A student must not submit the same assignment to two different classes (in the same or different semesters) unless previously discussed with the instructor.
- It is acceptable for a student to discuss the meaning of an assignment and how he/she will plan to go about solving the problem with other students, however, every assignment must be completed independently unless otherwise stated.
- A student must not create program output that is inconsistent with the actual output of submitted assignments
- A student must not knowingly allow another student to hand in his/her work represented as his/her own.

If at any point you are unsure of what is allowed, ask your professor for clarification.
Anyone found violating this policy will be penalized as described in the university policy. At a minimum, students guilty of cheating on an assignment will receive a zero for that grade. Anyone found cheating on an exam will receive a failing grade for the course.