

## Washtenaw Community College Comprehensive Report

### ANI 190 History of Game Design Effective Term: Fall 2018

#### Course Cover

**Division:** Business and Computer Technologies

**Department:** Digital Media Arts

**Discipline:** Animation

**Course Number:** 190

**Org Number:** 14500

**Full Course Title:** History of Game Design

**Transcript Title:** History of Game Design

**Is Consultation with other department(s) required:** No

**Publish in the Following:** College Catalog , Time Schedule , Web Page

**Reason for Submission:** New Course

**Change Information:**

**Rationale:** This is a non-software course aimed at understanding historical developments in video game creation, technology, and design theory. This will be a vital adjunct to the software courses.

**Proposed Start Semester:** Fall 2018

**Course Description:** In this course, students will learn about the theory of game design and its history. Using historical examples, students will study the evolution of game design, different genres of video games, and the evolution of video game-related technology.

#### Course Credit Hours

**Variable hours:** No

**Credits:** 3

**Lecture Hours: Instructor:** 45 **Student:** 45

**Lab: Instructor:** 0 **Student:** 0

**Clinical: Instructor:** 0 **Student:** 0

**Total Contact Hours: Instructor:** 45 **Student:** 45

**Repeatable for Credit:** NO

**Grading Methods:** Letter Grades

Audit

**Are lectures, labs, or clinicals offered as separate sections?:** NO (same sections)

#### College-Level Reading and Writing

College-level Reading & Writing

#### College-Level Math

No Level Required

#### Requisites

#### General Education

#### Request Course Transfer

**Proposed For:**

College for Creative Studies

Ferris State University  
Jackson Community College  
Michigan State University

## **Student Learning Outcomes**

1. Identify major milestones in the history of video game development.

### **Assessment 1**

Assessment Tool: Outcome-related questions on final exam  
Assessment Date: Fall 2021  
Assessment Cycle: Every Three Years  
Course section(s)/other population: All  
Number students to be assessed: All  
How the assessment will be scored: Answer key  
Standard of success to be used for this assessment: 70% of students will score 70% or higher  
Who will score and analyze the data: Full-time faculty

2. Identify and explain the evolution of gaming hardware and the subsequent effect on game design.

### **Assessment 1**

Assessment Tool: Outcome-related questions on final exam  
Assessment Date: Fall 2021  
Assessment Cycle: Every Three Years  
Course section(s)/other population: All  
Number students to be assessed: All  
How the assessment will be scored: Answer key and rubric  
Standard of success to be used for this assessment: 70% of students will score 70% or higher  
Who will score and analyze the data: Full-time faculty

3. Identify major genres of video games and their key design aspects.

### **Assessment 1**

Assessment Tool: Outcome-related questions on final exam  
Assessment Date: Fall 2021  
Assessment Cycle: Every Three Years  
Course section(s)/other population: All  
Number students to be assessed: All  
How the assessment will be scored: Answer key  
Standard of success to be used for this assessment: 70% of students will score 70% or higher  
Who will score and analyze the data: Full-time faculty

## **Course Objectives**

1. Differentiate between first person shooters, MMOs, RPGs, side scrollers, war-games, RTS, turn-based strategy games, racers, flight simulations, puzzle games, and simulators.
2. Identify historical graphics hardware evolution.
3. Identify historical game console evolution.
4. Discuss the interaction between hardware and game design.
5. Identify key theories of good level design for various genres.
6. Analyze existing games and discuss them in the context of formal Game Theory.
7. Generate a basic design document.
8. Recognize various professional roles within the game design pipeline.
9. Discuss the history of key game design studios.
10. Define the relationship between publishers and studio.
11. Outline the shifting course of historical video game funding.
12. Identify historical evolution of gaming Artificial Intelligence.

**New Resources for Course**

**Course Textbooks/Resources**

Textbooks  
Manuals  
Periodicals  
Software

**Equipment/Facilities**

Level III classroom

<b><u>Reviewer</u></b>	<b><u>Action</u></b>	<b><u>Date</u></b>
<b>Faculty Preparer:</b> <i>Randy Van Wagnen</i>	<i>Faculty Preparer</i>	<i>Sep 29, 2017</i>
<b>Department Chair/Area Director:</b> <i>Ingrid Ankerson</i>	<i>Recommend Approval</i>	<i>Oct 02, 2017</i>
<b>Dean:</b> <i>Eva Samulski</i>	<i>Recommend Approval</i>	<i>Oct 03, 2017</i>
<b>Curriculum Committee Chair:</b> <i>Lisa Veasey</i>	<i>Recommend Approval</i>	<i>Nov 28, 2017</i>
<b>Assessment Committee Chair:</b> <i>Michelle Garey</i>	<i>Recommend Approval</i>	<i>Nov 29, 2017</i>
<b>Vice President for Instruction:</b> <i>Kimberly Hurns</i>	<i>Approve</i>	<i>Dec 02, 2017</i>