

# CSC194H1 F

## Impactful Video Game Design

### Fall 2024 Syllabus

#### Course Meetings

##### CSC194H1 F

Section	Day & Time	Delivery Mode & Location
LEC0101	Tuesday, 11:00 AM - 1:00 PM	In Person: AB 114

Refer to ACORN for the most up-to-date information about the location of the course meetings.

This is a hybrid course, meaning that some of the lectures or tutorials will involve online presentations or guest speaker talks. These will be communicated through announcements on Discord and the course Quercus page.

#### Course Contacts

**Course Website:** <https://q.utoronto.ca/courses/352516>

**Instructor:** Dr. Steve Engels

**Email:** [sengels@cs.toronto.edu](mailto:sengels@cs.toronto.edu)

**Phone:** 416-946-5454

**Office Hours and Location:** After class on Tuesdays, outside lecture room

**Additional Notes:** Please write "CSC194" in the subject header of course-related emails. Email your instructor if appointments outside this time are required.

#### Course Overview

An introduction to the fundamental design and development principles for digital games, and their potential for real-world impact and social betterment. Topics include game design history & social issues, narrative and gameplay elements, human-computer interaction and project management. Strong focus on how design elements affect player engagement and learning. This course requires students to create a game as part of the course, with practical assignments and a final project that reflect industry milestones. No programming is required for this course. Please note that not all CSC first-year seminars will be offered in a given year; please check the Timetable for current offerings. Restricted to first-year students. Not eligible for CR/NCR option.

Course topics include: game history & genres, "ludology" (theory of fun, story creation, optimal experience), character and level design, industry tools & processes, graphics & animation, modeling techniques, collision detection, visual effects, scripting (passive & active), HCI & interface design,

verification & playtesting, business of gaming. Material & projects based on real-world processes.

### Course Learning Outcomes

By the end of this course, students will have completed the development milestones of a playable video game to create a positive social impact.

**Prerequisites:** None

**Corequisites:** None

**Exclusions:** None

**Recommended Preparation:** None

**Credit Value:** 0.5

## Course Materials

### 2D Technology Links

- [Ren'Py.](#)
- [Twine.](#)
- [Unity.](#)
- [GameMaker.](#)
- [Construct 2.](#)
- [GameSalad.](#)
- [Stencyl.](#)

### 3D Technology Links

- [Unity 3D.](#)
- [Using Git with Unity projects.](#)
- [TinkerCAD.](#)
- [Vectary.](#)
- [Sculptris \(3D modeling tool\).](#)
- [Zigfu \(Kinect-Unity interface package\).](#)
- [Voxel sprite editor tool.](#)

## Marking Scheme

Assessment	Percent	Details	Due Date
Game Jam	5%	Produce a game in a small team within the 6-hour development period.	2024-09-07

Assessment	Percent	Details	Due Date
<b>Game Idea Submission</b>	3%	2-3 game ideas for term project	2024-09-08
<b>Game Pitch</b>	5%	Present pitch for proposed game design.	2024-09-17
<b>Proof of Concept</b>	5%	Proof-of-concept demonstration of core technology component	2024-09-27
<b>Design Presentation</b>	5%	Design presentation that outlines overall game blueprint (character design, level design, aesthetics, sound design, level progression, etc)	2024-10-01
<b>Design Document</b>	10%	Design document that outlines overall game blueprint (character design, level design, aesthetics, sound design, level progression, etc)	2024-10-04
<b>Level 1 Implementation</b>	5%	Implementation of example level from design document.	2024-10-11
<b>Playable Prototype Presentation</b>	10%	Present playable game prototype.	2024-10-22
<b>Beta Release Presentation</b>	10%	Present final release version of game project.	2024-11-12
<b>Playtesting Report</b>	10%	Summary of playtest results, analysis and impact on updated game.	2024-11-22
<b>Final Demo</b>	15%	Final demo of completed product, including submission of final build, trailers & peer evaluations	2024-11-26
<b>itch.io page</b>	7%	Continuously updated itch.io page, complete with deliverables and progress updates from project milestones.	2024-12-02
<b>Participation</b>	10%	Participation in class-related activities (class participation, presentation feedback, playtesting sessions, Ludology seminar, etc)	No Specific Date

### Late Assessment Submissions Policy

All assessments must be completed by the specified deadlines.

## Course Schedule

Week	Lecture Content	Deliverables
1	<b>Sept 3</b> [ Intro & Idea Creation	<b>Sept 7 Sept 8</b> [ Game Jam (5%) Game Ideas (3%)
2	<b>Sept 10</b> [ Ludology & Pitch Prep	<b>Sept 13</b> [ itch.io devlog (2%)
3	<b>Sept 17</b> [ Pitch Presentations	<b>Sept 17</b> [ Pitch Presentation (5%)
4	<b>Sept 24</b> [ Character & Level Design	<b>Sept 27</b> [ Proof of Concept (5%)
5	<b>Oct 1</b> [ Design Presentations	<b>Oct 1</b> [ Presentation (5%) + Design Document (10%)
6	<b>Oct 8</b> [ Ludology II, Proj Mgmt	<b>Oct 11</b> [ “Level 1” (5%)
7	<b>Oct 15</b> [UI/UX, Gmae AI	
8	<b>Oct 22</b> [ Alpha Demo	<b>Oct 22</b> [ Alpha Demo (10%)
<b>Reading Week</b>		
9	<b>Nov 5</b> [ Ludology III, Playtesting	[ Playtesting
10	<b>Nov 12</b> [ Beta Demo	<b>Nov 12</b> [ Beta Demo Presentation (10%)
11	<b>Nov 19</b> [ Game Research, Reports	<b>Nov 22</b> [ Playtesting Report (10%)
12	<b>Nov 26</b> [ Game Release	<b>Nov 26</b> Demo (15%) <b>Dec 3</b> [ Final [ Peer & Self Evals

## **Policies & Statements**

### **Quercus Info (if using)**

This Course uses the University's learning management system, Quercus, to post information about the course. This includes posting readings and other materials required to complete class activities and course assignments, as well as sharing important announcements and updates. New information and resources will be posted regularly as we move through the term. To access the course website, go to the U of T Quercus log-in page at <https://q.utoronto.ca>.

**SPECIAL NOTE ABOUT GRADES POSTED ONLINE:** Please also note that any grades posted are for your information only, so you can view and track your progress through the course. No grades are considered official, including any posted in Quercus at any point in the term, until they have been formally approved and posted on ACORN at the end of the course. Please contact me as soon as possible if you think there is an error in any grade posted on Quercus.

### **Course Materials, including lecture notes**

Course materials are provided for the exclusive use of enrolled students. These materials should not be reposted, shared, put in the public domain, or otherwise distributed without the explicit permission of the instructor. These materials belong to your instructor, the University, and/or other sources depending on the specific facts of each situation and are protected by copyright. Students violating these policies will be subject to disciplinary actions under the Code of Student Conduct.