

GDD 201

Professional Practice for Game Design

Instructor Information

	Information
Instructor Name	Professor Blake
Instructor Email	cblake@quinnipiac.edu
Office Hours	M/W: 11:00AM – 1:00PM
Office Location	CAS 1 – Room 339
Phone Number	e.g. 203-582-7954

Course Information

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Course Format	In-person lecture
Course Location	SITE 105
Course Times	Tuesdays & Thursdays, 11:00AM – 12:15PM

Course Description

In this course, students will practice the skills needed to be successful professionals in Game Design. They will apply readings on principles of game design to analyzing, brainstorming, and prototyping games. Students will research the way these skills are applied in the industry by exploring available internships, graduate study, and job opportunities. This course also introduces students to the available career opportunities within game development, helping students form a concrete plan for reaching their career goals. Students will also explore tools available for creating their online portfolios and build a portfolio which they will begin populating with content.

Course Learning Objectives (CLOs)

In GDD 201 you will:

1. Learn how to formally assess games and apply lessons learned to new game designs
2. Learn how to improve their writing skills in game analyses, game design documents, and playtest/usability testing summaries
3. Learn how to create websites and portfolios to showcase your content to future employers and as employees
4. Practice the process of designing a game, from authoring a game design document to creating a playable prototype

By the completion of this course, you will:

5. Have identified an entry level position in the field of game development you are interested in and outlined a plan for entering that position upon graduation.
6. Have built an online portfolio for sharing your work and experience with potential employers.
7. Have experience thoroughly playtesting and iterating on a game idea.
8. Have experience in ideating and designing game ideas and presenting those ideas for critical analysis.

Course Materials

Required Materials

All required hardware and software are available to students in the GDD labs in SITE.

Course Learning Activities & Assessments

Game Pitch

You will practice ideation strategies by creating new game concepts and presenting them to the class for critical analysis. Your presentation should clearly articulate the core game mechanics and game pillars so that the class can provide meaningful feedback about your idea.

Student Portfolio

You will design and build a professional portfolio for showcasing your best work to potential employers. Your portfolio will be assessed for its effectiveness in communicating your experience, education, and skill set. As you likely have just a few items to add, this portfolio is meant to serve as a framework onto which you can add your work as you create it each year, resulting in a polished, effective, portfolio when you graduate.

Career Pathway

You will research the various careers in, and related to, the games industry. Using your research, you will plan out a career pathway that you can use to guide yourself toward two goals: Your entry level job to break into the industry, and your 10-year career goal which you hope to achieve after working in the industry.



Final Grades

Please read this section carefully. Final grades will be determined by student performance according to the following:

ASSIGNMENT/ASSESSMENT	Points	% OF FINAL GRADE
Game Ideas	100	12%
Game Analysis	150	18%

ASSIGNMENT/ASSESSMENT	Points	% OF FINAL GRADE
Career Analysis	100	12%
Portfolio	200	24%
Paper Prototype	250	30%
Professionalism	50	4%
Total	850	100%

The final letter grade is determined based on the [university grading policy](#):

LETTER GRADE	NUMERICAL RANGE	GRADE POINT VALUE
A	93-100	4.00
A-	90-92	3.67
B+	87-89	3.33
B	83-86	3.00
B-	80-82	2.67
C+	77-79	2.33
C	73-76	2.00
C-	70-72	1.67
D	60-69	1.00
F	0-59	0.00

Late Work

Lab submissions must be submitted by the posted date and time that they are due. If you wish to resubmit their work for reevaluation, you may do so up until two weeks prior to the posted final meeting date for the course. You must inform me of the resubmission via email in order to consider it resubmitted.

The final project is due during the scheduled final meeting of the course, so it cannot be resubmitted late.

Evaluation Concerns

If you believe that an assignment was evaluated improperly, you should contact me immediately and communicate the reason for their disagreement with the posted grade. In the case a mistake in evaluation was made, I will reevaluate the grade as soon as possible.

Course Expectations

Expectations For Attendance and Participation

You are expected to be in class ready to work at the beginning of the scheduled class time.

If you miss 6 or more classes, you may be asked to withdraw from the course.

If you miss 7 classes, you will receive a failing grade in the course.

If you are experiencing extenuating circumstances which are causing attendance issues, please let me know so that we can find a way to ensure you pass the course.

Fostering Our Classroom Community

GDD is committed to maintaining an environment in which all members are treated equitably, feel fairly represented, and are comfortable discussing topics, particularly controversial ones, with civility and open-mindedness.

We are working to build a community of diverse individuals who can celebrate our differences while building on what we have in common. Game design is a creative practice, so we encourage wide-ranging explorations of what is possible while respecting practices that work toward the greater good. We ask all members of the community to think about the work they are producing and ask themselves if they are consciously or unconsciously reproducing or reinforcing stereotypes, bias, or other elements that reinforce systemic racism, sexism, bigotry or other inequalities.

Technology Requirements and Skills

This course requires you to be familiar with your operating system (Windows/Mac/Linux) so that you can perform basic tasks: directory management, software installation, web browsing, etc.

AI in the Classroom

The use of AI tools (ChatGPT, etc.) is permitted in this course for the following activities:

- 9. Brainstorming and refining your ideas.
- 10. Finding information on your topic.
- 11. Drafting an outline to organize your thoughts.
- 12. Checking grammar and style.
- 13. Code assistance **You must be able to demonstrate that you understand the code generated by AI.** If you do not understand it, research the code further so that you do.
- 14. Concept art. You may generate art which helps you design/refine your art direction, UI, etc. **AI generated art should not be in game for your final submission.**

The use of AI tools is not permitted in this course for the following activities:

- 15. Writing direct responses from you, such as using AI to compose discussions, reflections, etc.
- 16. Communicating with me. I'd like to talk to you in your own words.

You are responsible for any information you submit based on an AI query - be sure it doesn't violate copyright laws, contain misinformation, or be unethical in any way. Your use of AI tools must be properly documented and cited in order to stay within university policies on academic honesty. For example, please see these resources for [APA style guidance for ChatGPT](#). Any assignment that is found to have used AI in an unauthorized way will receive a "0" for the assignment. When in doubt about permitted usage, please ask for clarification.

Support From Your Instructor

I am generally readily available to assist you outside of the classroom throughout the semester. I usually respond to emails within 24 hours and Discord within 6 hours. I can meet with you in my office, in the GDD labs, or via Zoom.

My course websites are packed with information about our lessons, and I post recordings of our lectures on Canvas. If those resources are not enough, you can always set up a meeting with me to go over lessons again. Please [book meetings](#) here or contact me via email.

University Policies

Academic Integrity

In its mission statement, Quinnipiac emphasizes its commitment to the academic community. As an academic community, our students, faculty and staff work together to acquire and extend knowledge, develop skills and competencies, and serve the greater good of our nation and local communities. Our individual and collective inquiry and pursuit of knowledge are only possible when each of us in the community is aware of and strives to maintain a code of ethical practice and integrity. **As a Quinnipiac student, you are expected to uphold Quinnipiac's Academic Integrity Policy.** Please see [Quinnipiac's University Policies Page](#) for our complete academic integrity policy.

Students with Disabilities

Students with disabilities who wish to request reasonable accommodations should email access@qu.edu, or call (203) 582 – 7600. Quinnipiac University complies with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. Please see [Quinnipiac's "Guidelines and Procedures for Students with Disabilities" page](#) for our complete disability policy.

Statement of Inclusive Values

At Quinnipiac University, we believe excellence is inclusive and built upon equity, so all groups feel welcome to fully participate in and contribute to our mission. Achieving this level of excellence requires creating a sense of belonging for all individuals—especially historically marginalized members of society—by affirming the worth, dignity, legitimacy and equality of everyone in the Quinnipiac community and beyond, regardless of race, ethnicity, sex, age, sexual orientation, gender identity, disability, religion, national origin, political viewpoints, veteran status or socio-economic background. Please see [Quinnipiac's "Statement of Inclusive Values" page](#) for our complete statement.

Course Schedule

Course schedule outlined on the University Learning Management System (Canvas, Blackboard, etc.)