



IMD 4902 A (1.0 credit)
Design Studio 4
Fall 2014

Instructor: Ali Arya
Office: CB-4202
Office Hours: Tuesday/Thursday (1:30 to 2:30 p.m.) or by appointment
Lecture: Wednesday (9:30 a.m. to noon)
Location: CB-4111
Tutorial: Wednesday (noon to 1:30 p.m.) and Friday (9:30 a.m. to 1:30 p.m.)
Location: CB-4111
Email: arya@carleton.ca
TA: TBD

Course Description

The course is a collection of lectures and projects on interactive multimedia systems for art and entertainment, especially computer games, covering the production process from idea to design, development and testing, and also discussing related topics and technologies such as management skills, character and story development, game engines, online games, gamification and serious games.

Course Objectives:

- Learn principles of game design (story, characters, puzzles, levels, etc)
- Understand typical game development process
- Learn common game development technologies
- Extend the game technology to other non-entertainment applications
- Practice with generating novel ideas and designing new solutions

Reference Material:

- Fundamentals of Game Design, Ernest Adams and Andrew Rollings, Prentice-Hall, 2007
- Lecture notes
- Additional materials may be assigned on certain topics

Grading:

Grading Component	%
Group Project (2 parts: half of the mark the same for all group members, half individual)	40
Peer Evaluation	10
Individual Assignments	40
Class Participation (in-class and online discussions)	10

Special Rules: Students must achieve a minimum of 10% on the group part of the project, 10% on the individual part of the project, and 20% on the assignments component to pass the course. All percent values are out of total course grade.

Class Schedule, Projects and Assignments.

Week	Date	Topics	Assignment Due (All given the week before they are due)
1	Sep 5	Introduction	
2	Sep 10	Proposal, Getting Ideas	
3	Sep 17	Audience, Ethics, and Business of Games	Assignment 1
4	Sep 24	Beyond Traditional Games	Assignment 2
5	Oct 1	Gameplay Design	Assignment 3
6	Oct 8	Stories and Characters	Assignment 4
7	Oct 15	Industry Connections	Assignment 5
8	Oct 22	Mobile & Online Games	
9	Oct 29	<i>Fall Break</i>	
10	Nov 5	AI for Games	Assignment 6
11	Nov 12	Networking for Games	Assignment 7
12	Nov 19	Student-selected Topic	Assignment 8
13	Nov 26	Alumni Roundtable	
14	Dec 3	Student Seminars	

Note: While every attempt will be made to keep to the schedule listed above, circumstances may necessitate modifications throughout the semester.

Inability to Complete an Assignment or Write the Midterm due to Illness

Students who are not able to contribute to a project, submit an assignment, or write the midterm exam due to a certified illness will have the weight of the assignment/exam added to their final examination, upon provision of the appropriate documentation at least two weeks before the final examination. Other arrangements (such as extended deadline or alternative assignments/exams) may be possible upon the request from student and approval by the instructor.

Otherwise, please refer to:

<http://calendar.carleton.ca/undergrad/regulations/academicregulationsoftheuniversity/> and
<http://calendar.carleton.ca/undergrad/regulations/academicregulationsandrequirementsforthebacheloroftwareengineeringdegree/>

Group work

Carleton School of Information Technology encourages group assignments in the school for several reasons. They provide you with opportunities to develop and enhance interpersonal, communication, leadership, follower-ship and other group skills. Group assignments are also good for learning integrative skills for putting together a complex task. Your professor may assign as many group tasks/assignments/projects as necessary in this course. Before embarking on a specific problem as a



group, it is your responsibility to ensure that the problem is meant to be a group assignment and not an individual one.

Medical certificate

Please note that in all occasions that call for a medical certificate you must use or furnish the information demanded in the standard university form. <http://www1.carleton.ca/registrar/forms/>

Persons with disabilities

Students with disabilities requiring academic accommodations in this course must register with the Paul Menton Centre for Students with Disabilities (PMC) for a formal evaluation of disability-related needs. Documented disabilities could include but are not limited to mobility/physical impairments, specific Learning Disabilities (LD), psychiatric/psychological disabilities, sensory disabilities, Attention Deficit Hyperactivity Disorder (ADHD), and chronic medical conditions. Registered PMC students are required to contact the PMC, 613-520-6608, every term to ensure that I receive your Letter of Accommodation, no later than two weeks before the first assignment is due or the first in-class test/midterm requiring accommodations. If you only require accommodations for your formally scheduled exam(s) in this course, please submit your request for accommodations to PMC by the deadlines published on the **PMC website**. (<http://www1.carleton.ca/pmc/>)

Religious observance

Students requesting academic accommodation on the basis of religious observance should make a formal, written request to the instructor for alternate dates and/or means of satisfying academic requirements. Such requests should be made during the first two weeks of class, or as soon as possible after the need for accommodation is known to exist, but no later than two weeks before the compulsory academic event. Accommodation is to be worked out directly and on an individual basis between the student and the instructor. Instructor will make accommodations in a way that avoids academic disadvantage to the student. Students or instructors who have questions or want to confirm accommodation eligibility of a religious event or practice may refer to the Equity Services website for a list of holy days and Carleton's Academic Accommodation policies, or may contact an Equity Services Advisor in the Equity Services Department for assistance

Pregnancy

Pregnant students requiring academic accommodations are encouraged to contact an Equity Advisor in Equity Services to complete a letter of accommodation. The student must then make an appointment to discuss her needs with the instructor at least two weeks prior to the first academic event in which it is anticipated the accommodation will be required.

Plagiarism

The University Senate defines plagiarism in the regulations on instructional offenses as: "to use and pass off as one's own idea or product work of another without expressly giving credit to another."



Borrowing someone else's answers, unauthorized possession of tests or answers to tests, or possession of material designed in answering exam questions, are also subject to university policy regarding instructional offences. For more information on Carleton University's Academic Integrity Policy, consult:

<http://www1.carleton.ca/studentaffairs/academic-integrity/>

IMPORTANT DATES TO REMEMBER – Academic Year

<http://calendar.carleton.ca/undergrad/undergraduniversity/academicyear/>

