

**STATE UNIVERSITY OF NEW YORK  
COLLEGE OF TECHNOLOGY  
CANTON, NEW YORK**



**MASTER SYLLABUS**

**Game Capstone II - GAME 490**

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**CANINO SCHOOL OF ENGINEERING TECHNOLOGY  
DECISION SYSTEMS  
FALL 2018**

- A. **TITLE:** GAME Capstone II
- B. **COURSE NUMBER:** GAME 490
- C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3  
 # Lecture Hours: per week  
 # Lab Hours: (3) two-hour labs per week  
 Other: per week

Course Length: 15 Weeks

- D. **WRITING INTENSIVE COURSE:** No

- E. **GER CATEGORY:**

- F. **SEMESTER(S) OFFERED:** Spring

- G. **COURSE DESCRIPTION:**

This course is a capstone experience course in the Game Design program, allowing students to develop skills in group communication and teamwork as they plan, design, develop, produce and defend a culminating research project.

- H. **PRE-REQUISITES/CO-REQUISITES:**

- a. Pre-requisite(s): GAME 390  
 b. Co-requisite(s):  
 c. Pre- or co-requisite(s):

- I. **STUDENT LEARNING OUTCOMES:**

<b><u>Course Student Learning Outcome [SLO]</u></b>	<b><u>PSLO</u></b>	<b><u>GER</u></b>	<b><u>ISLO</u></b>
a. Synthesize material from previous learning experiences.	<b>PSLO 1</b> Present working prototypes and listen to, analyze and evaluate work and respond critically to the work of others.		1 [O]
b. Design, develop and present a final capstone game professionally in a public forum.	<b>PSOL 6</b> Use the design process: Concept, Design, Prototype, Production, Testing and Revision to evaluate, and implement strategies to find a solution to a problem.		1 [O]
c. Implement time management, delegation, and group dynamics for a shared responsibility.	<b>PSLO 3</b> Students will explore, evaluate, and analyze assigned projects through group critique.		4 [T]
d. Fully develop and realize a planned game project from previously developed research and presentation.	<b>PSLO 8</b> Demonstrate an understanding of recent principles of game design, including, programming, narrative, character and level design.		5
e. Employ contemporary marketing strategies in tandem with project development.	<b>PSLO 8</b> Demonstrate an understanding of recent principles of game design, including, programming, narrative, character and level design.		5
f. Finalize professional student portfolio.	<b>PSLO 8</b> Demonstrate an understanding of recent principles of game design, including, programming, narrative, character and level design.		5

KEY	<b><u>Institutional Student Learning Outcomes [ISLO</u></b> <b><u>1 – 5]</u></b>
ISLO #	ISLO & Subsets
1	<b>Communication Skills</b> Oral [O], Written [W]
2	<b>Critical Thinking</b> <i>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</i>
3	<b>Foundational Skills</b> <i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>
4	<b>Social Responsibility</b> <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
5	<b>Industry, Professional, Discipline Specific Knowledge and Skills</b>

J. **APPLIED LEARNING COMPONENT:** Yes X No \_\_\_\_\_

K. **TEXTS:**  
NA

L. **REFERENCES:**

M. **EQUIPMENT:**

PC and Macintosh Computer Lab with Microsoft Office, Unity and Adobe Creative Suite installed.

N. **GRADING METHOD:** A-F

O. **SUGGESTED MEASUREMENT CRITERIA/METHODS:**

- Regular Critiques
- Final Project
- Exams
- Paper
- Portfolio Presentation and Review
- Peer Evaluation
- Public Demonstration of and Review of Senior Game

**P. DETAILED COURSE OUTLINE:**

1. Introduction and Syllabus, Ethics, Plagiarism and Copyright
2. Understanding Theory, Design Management
3. Development of Capstone Project Concept
4. Research Proposal
5. Develop the Problem
6. Synthesizing Information
7. Review of Methods
8. Review and Critique of Project
9. Critical Thinking Skills
10. Responding to the Questions
11. Portfolio/Demo Reel Development
12. Professional Models
13. Evolving Media
14. Presenting and Implementing Projects
15. Presentation Options
16. Final Project Presentations

**Q. LABORATORY OUTLINE:**

For successful completion of this laboratory, students must meet the following for each Game design project:

- I. Review Game Design requirement.
  - a. Prototyping
  - b. Object-oriented features
  - c. Texturing
  - d. Mechanics and Dynamics
- II. Identify any additional aesthetics and user interfaces.
- III. Create preliminary design for game.
- IV. Submit bi-weekly progress reports to instructor regarding project status.
- V. Submit a comprehensive game design with critiques by end semester.