COURSE OUTLINE

GMMD 432 – Virtual Worlds

Prepared By: Christopher S. Sweeney
Revised By: Minhua Wang
A. **TITLE:** Virtual Worlds

B. **COURSE NUMBER:** GMMD 432

C. **CREDIT HOURS:** 4

D. **WRITING INTENSIVE COURSE (OPTIONAL):** No

E. **COURSE LENGTH:** 15 Weeks/One Semester

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

G. **HOURS OF LECTURE, LABORATORY, RECITATION, TUTORIAL, ACTIVITY:** 4 hours lecture

H. **CATALOG DESCRIPTION:**
   This course examines gaming concepts, nonlinear narrative, delivery systems and software for various markets such as the entertainment or educational software industries. Working with 2D and 3D visual concepts, virtual reality, interactivity and sound the student will develop media for the entertainment industry. Environments, characters, gaming strategies, role playing concepts, navigation and feedback will be part of the information presented within the course.

I. **PRE-REQUISITES/CO-COURSES:** CITA 342 Visual Programming and Development Tools

J. **GOALS (STUDENT LEARNING OUTCOMES):**

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<tr>
<th>Course Objective</th>
<th>Institutional SLO</th>
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<tr>
<td>a. Compare and evaluate the types of narratives presented in virtual worlds and games.</td>
<td>2. Critical Thinking</td>
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<td>b. Integrate principles of fine art with theories of game-play to formulate a response to the videogames-as-art debate.</td>
<td>2. Critical Thinking</td>
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<td>c. Appraise the relative strengths of graphics, narrative, and game-play in published games.</td>
<td>2. Critical Thinking</td>
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<td>d. Assess player immersion in virtual worlds and games.</td>
<td>2. Critical Thinking</td>
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<td>e. Compose in linear and nonlinear narratives.</td>
<td>1. Communication Skills</td>
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<td>3. Professional Competence</td>
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<td>f. Critique student story-boards and narratives.</td>
<td>2. Critical Thinking</td>
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<td>4. Inter/Intrapersonal Skills</td>
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<td>g. Design and implement a virtual world or game utilizing graphics and narrative.</td>
<td>1. Communication Skills</td>
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<td>3. Professional Competence</td>
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L. **REFERENCES:**

M. EQUIPMENT: A/V equipment

N. GRADING METHOD: (P/F, A-F, etc.) A-F

O. MEASUREMENT CRITERIA/METHODS:
   ▲ A gamer’s journal
   ▲ Short evaluative essays
   ▲ Writing workshops and critiques
   ▲ Completion of an individual or team scratchware game project
     A. proposal
     B. documented narrative and sketch work, including character development
     C. documented coding
     D. final, playable game

P. DETAILED TOPICAL OUTLINE:
I. Backgrounds in Narrative and Gaming
   A. Myths
      1. Understanding game narratives
      2. Understanding player demographics
   B. Aesthetics
      1. Gameplay vs. graphics
      2. Video games as art
      3. Casual games

II. Creating Characters
   A. Respecting Characters
   B. Character Roles
   C. Character Traits
   D. Character Encounters

III. Telling the Story
   A. Once upon a Time
   B. Respecting Story
   C. Bringing the Story to Life
   D. Games: New Territory
   E. Story Nuances
   F. Editing
   G. Background to Non-linear Narrative
   H. Modular Storytelling

IV. Games
   A. Game Types
   B. Game Genres
   C. Console Games
   D. Bringing Virtual Worlds to Life
   E. Enabling Story in Virtual Worlds