A. **TITLE:** Virtual Worlds

B. **COURSE NUMBER:** GMMD 432

C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

    # Credit Hours: 4
    # Lecture Hours: 4 per week
    # Lab Hours: per week
    Other: per week

    Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** Yes ☐ No ☑

E. **GER CATEGORY:** None: ☑ Yes: GER
   *If course satisfies more than one:* GER

F. **SEMESTER(S) OFFERED:** Fall ☐ Spring ☑ Fall & Spring ☐

G. **COURSE 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.

H. **PRE-REQUISITES:** None ☐ Yes ☑ If yes, list below:

   CIT 342 Visual Programming and Development Tools OR CITA 330 Emerging IT Applications

   **CO-REQUISITES:** None ☑ Yes ☐ If yes, list below:
I. **STUDENT LEARNING OUTCOMES:** *(see key below)*

By the end of this course, the student will be able to:

<table>
<thead>
<tr>
<th>Course Student Learning Outcome [SLO]</th>
<th>Program Student Learning Outcome [PSLO]</th>
<th>GER [If Applicable]</th>
<th>ISLO &amp; SUBSETS</th>
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<tbody>
<tr>
<td>Compare and evaluate the types of narratives presented in virtual worlds and games</td>
<td>Design Critique</td>
<td>5-Ind, Prof, Disc, Know Skills</td>
<td>Subsets Subsets Subsets Subsets</td>
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<td>Integrate principles of fine art with theories of game-play to formulate a response to the video-games-as-art debate</td>
<td>Interpretation</td>
<td>2-Crit Think ISLO ISLO</td>
<td>CA Subsets Subsets Subsets</td>
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<tr>
<td>Appraise the relative strengths of graphics, narrative, and game-play in published games.</td>
<td>Design Critique</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<tr>
<td>Assess player immersion in virtual worlds and games.</td>
<td>Design Critique</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<td>Compose in linear and nonlinear narratives.</td>
<td>Professional Detail</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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<td>Critique student story-boards and narratives.</td>
<td>Design Critique</td>
<td>5-Ind, Prof, Disc, Know Skills ISLO ISLO</td>
<td>Subsets Subsets Subsets Subsets</td>
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Design and implement a virtual world or game utilizing graphics and narrative.

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<tr>
<th>Design Process</th>
<th>5-Ind, Prof, Disc, Know Skills</th>
<th>Subsets</th>
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<td>Institutional Student Learning Outcomes [ISLO 1 – 5]</td>
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<td>ISLO &amp; Subsets</td>
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<td>Communication Skills</td>
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<td>Oral [O], Written [W]</td>
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<td>Critical Thinking</td>
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<td></td>
<td>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</td>
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<td>Foundational Skills</td>
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<td>Information Management [IM], Quantitative Lit./Reasoning [QTR]</td>
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<td>Social Responsibility</td>
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<td>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</td>
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<td>5</td>
<td>Industry, Professional, Discipline Specific Knowledge and Skills</td>
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*Include program objectives if applicable. Please consult with Program Coordinator*
J. **APPLIED LEARNING COMPONENT:** Yes ☒ No ☐

If YES, select one or more of the following categories:

- Classroom/Lab
- Internship
- Clinical Placement
- Practicum
- Service Learning
- Community Service
- Civic Engagement
- Creative Works/Senior Project
- Research
- Entrepreneurship
  (program, class, project)

K. **TEXTS:**


L. **REFERENCES:**


M. **EQUIPMENT:** None ☐ Needed: technology enhanced classroom/game design lab

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

O. **SUGGESTED 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 COURSE 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

   Q. LABORATORY OUTLINE: None ☒ Yes ☐