

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



**MASTER SYLLABUS**

**GAME 390 GAME Capstone I**

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

A. **TITLE:** GAME Capstone 1

B. % **COURSE NUMBER:** GAME 390

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

# Credit Hours: 3

# Lecture Hours: 2 per week

# Lab Hours: per week

Other: (1) two-hour recitation per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** No

E. **GER CATEGORY:**

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

G. **COURSE DESCRIPTION:**

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

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

a. Pre-requisite(s): Senior level students in GAME Design or permission of instructor and pre-requisite - GAME 370

b. Co-requisite(s):

c. Pre- or co-requisite(s):

I. % **STUDENT LEARNING OUTCOMES:**

II. <b><u>Course Student Learning Outcome</u></b> <b><u>[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 4</b> Recognize the underlying principles guiding the relevant visual, audio, interactive, and narrative aesthetics of an animation or a game		2 [IA]
b. Design, develop and prepare for final capstone professionally in a public forum.	<b>PSLO 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.		5
c. Implement time management, delegation, and group dynamics for a shared responsibility.	<b>PSLO 7</b> Students understand the ethical values of teamwork, copyright infringement and plagiarism.		4 [ER]
d. 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

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. Project Presentations

Q. **LABORATORY OUTLINE:**

None