Fall 2009

Game Production Design

456340-1
Fall 2009
9/7/2009
Kyoung Shin Park
Multimedia Engineering
Dankook University

Course Information

- ❑ Course
  - ■ Game Production Design (456340-1)
  - ■ Fall 2009, 3 credits, 3 hours
  - ■ Course hour & room: Monday 6,7,8 (2nd Science Hall #314)
- ❑ Instructor
  - ■ Kyoung Shin Park
  - ■ kpark@dankook.ac.kr
  - ■ 010-8636-1960 (mobile)
  - ■ The Third Science Hall, Room 417
  - ■ Office hour: Tuesday 1:00-2:00
- ❑ Prerequisites
  - ■ Multimedia systems, Internet protocols, Multimedia network programming, and Graphics programming

Purpose

- ❑ This course will provide an introduction to fundamental and advanced game design and programming techniques.
- ❑ In this course, students will form project groups to design and develop a simple computer games.
- ❑ Topics include video game history, software architecture for games, gameplay design, game graphics, interface, networking issues, etc.

Text Book

- ❑ Text Book
  - ■ Core Techniques and Algorithms
  - ■ Daniel Sanchez-Crespo Dalmau
  - ■ 34,000 Won
- ❑ Reference Book
  - ■ Game Architecture & Design: A NEW EDITION
  - ■ Andrew Rollings, Dave Morris,
  - ■ 29,000 Won

Evaluation

- Attendance : 20%
- Final Exam: 20 %
  - There will be a final take-home exam that covers all the subjects discussed in the classroom.
- Individual Assignment: 30%
  - Individual class assignment
  - Paper reading & summary report
  - Presentation
- Term Project: 30%
  - Survey & brainstorming & storyboarding
  - Midterm progress report & presentation
  - Final report & presentation
- Class Participation & Attitude: extra 10 %

Topics

- Overview
- Gameplay
- Game Graphics
- Game Software Architecture Design
- Game Human-Computer Interaction
- Game Sound Design
- Game AI
- Game Physics
- Networked Game
- OSG(Open Scene Graph) graphics library

Schedule

- 09/07 : Course Overview & Survey
  History of video games (chap 1)
- 09/14 : Ludology & Understanding Fun
  Introduction to term project (LBS Game)
  Reading summary report
- 09/21 : Designing the Game
  & Gameplay Brainstorming
  LBS game survey & presentation
- 09/28 : Introduction to CG (chap 11 & 12)
  HW1(Term project LBS game modification)
- 10/05 : Software Architecture of Game (chap 2 & 6)
  HW2(Term project game brainstorming)

Schedule

- 10/12 : Human-Computer Interaction (chap 5)
  HW3 (Term project game storyboarding)
- 10/19 : Game presentation
- 10/26 : Sound Design (chap 5)
  HW4 (Term project game tech support)
- 11/02 : Introduction to stereoscopic computer graphics
- 11/09 : Game AI (chap 6, 7, 8)
  HW5 (Term project game UI design)
- 11/16 : Game Physics (chap 19)
- 11/23 : Networked Game Development (chap 10)
- 11/30 : Special Visual Effects (chap 17, 18)

Schedule

- 12/07 : Character Animations (chap 15)
- 12/14 : HW6 (Term project final design document)
- 12/21 : Final Exam

Individual Assignment

- Reading summary report
  - 1-page report
- LBS game survey
  - 5~10 min presentation & discussion
  - 3~5 page (single-space, 10-point font) report
- LBS/Mobile game presentation
  - 15~20 min presentation & discussion
  - 5~10-page (single-space, 10-point font) report

Term Project

- Topic: 'Locative Game' Development
- Students are encouraged to work on a project related to your own area of interest
  - Game idea brainstorming
  - Game survey
  - Term project critique & group members evaluation
  - Extra Credit 10% - paper reading & presentation
- Projects can be done as groups of two or three.
- Also, the project report should indicate to which portions of the project each member contributed.
- You group project blog will also help monitor your steady progress across the semester.
- Also, the final project report should indicate to which portions of the project each member contributed.

Term Project

- LBS game modification
- LBS game brainstorming & storyboarding
- LBS game technology support & UI design
  - 10~15 min presentation & discussion
  - 5~10-page (single-space, 10-point font) report
- Final design document (12/14)
  - 20 min presentation & demonstration
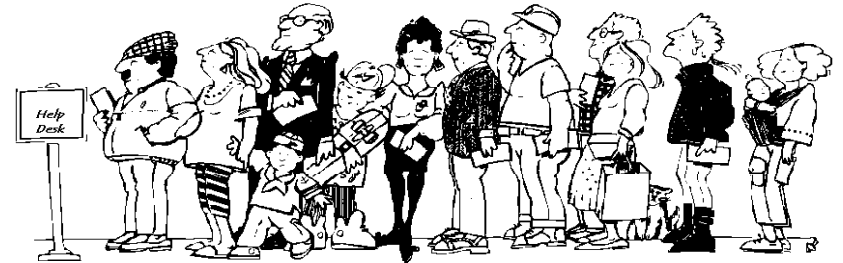 - 10-page (single-space, 10-point font) report

Term Project Groups

- 1 group-
- 2 group-
- 3 group-
- 4 group-

Announcement

- Class blog:
  http://dis.dankook.ac.kr/lectures/gd09/
- Reading summary (1-page) due by Sep 14th
  http://jenovachen.com/flowingames/designfig.htm