

Fall 2013

Game Production Design

470420-1
Fall 2013
09/02/2013
Kyoung Shin Park
Multimedia Engineering
Dankook University

Course Information

- Course
 - Game Production (470420-1)
 - Fall 2013, 3 credits, 3 hours
 - Course hour & room: Monday 8,9,10,11,12,13 (2nd Science Hall #313-01)
- Instructor
 - Kyoung Shin Park
 - kpark@dankook.ac.kr
 - 010-8636-1960 (mobile)
 - The Third Science Hall, Room 417
 - Office hour: Tuesday 1:30-3:00
- Prerequisites
 - Game programming

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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.

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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
 - The Art of Game Design
 - Jesse Schell
 - 30,000 Won



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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

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Schedule

- 09/02 : Course Overview & Survey
- 09/09 : History of video games (chap 1)
 - Introduction to Term Project (Single display multiplayer gesture/mobile game)
- 09/16 : Ludology & Understanding Fun
 - IA1 (Reading summary report & presentation)
- 09/23 : Designing the Game & Gameplay Brainstorming
 - IA2 (Single display multiplayer gesture/mobile game survey & presentation)
- 09/30 : Software Architecture of Game (chap 2 & 6)
 - TP1 (Term project - Single display multiplayer gesture/mobile game modification) ⁷

Schedule

- 10/07 : Introduction to CG (chap 11 & 12)
 - TP2 (Term project game brainstorming)
- 10/14 : Sound Design (chap 5)
 - TP3 (Term project game storyboarding)
- 10/21 : IA3 (Midterm Presentation)
- 10/28 : Human-Computer Interaction (chap 5)
 - TP4 (Term project game tech support)
- 11/04 : Game AI (chap 6, 7, 8)
 - TP5 (Term project game UI design)
- 11/11 : Networked Game Development (chap 10)

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Schedule

- 11/18 : Game Physics (chap 19)
 TP6 (Term project collaborative interface design)
- 11/25 : Introduction to stereoscopic computer graphics
- 12/02 : Special Effects (chap 15, 17, 18)
 TP7 (Term project final design document)
- 12/09 : IA4 (Final Exam)

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Individual Assignment

- Reading summary report
 - 1-page report
- Single display multiplayer gesture/mobile game survey
 - 5~10 min presentation & discussion
 - 3~5 page (single-space, 10-point font) report
- Single display multiplayer gesture/mobile interaction presentation
 - 15~20 min presentation & discussion
 - 5~10-page (single-space, 10-point font) report

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Term Project

- Topic: 'Single display multiplayer gesture/mobile 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.
- Your 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

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

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Term Project Groups

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

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Term Project Theme

- 2007 Topic – ‘Serious Game’ Development
- 2008 Topic – ‘전통 문화 및 민속 놀이 교육을 위한 박물관 공간형 콘텐츠’
- 2009 Topic – ‘Mobile Location-Based System Game’ Development
- 2010 Topic - ‘Mobile AR Game’ Development
- 2012 Topic – ‘Large High-Resolution Display Gesture-based Game’ Development
- 2012 Topic – ‘Single display multiplayer gesture/mobile game’ Development

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Term Project Groups

- Term Project Group (9/9)
 - Company name
 - Game name & concept
 - Group member's name & contact information

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Announcement

- Class blog:
<http://dis.dankook.ac.kr/lectures/gd13/>
- Reading summary (1~2-page) & presentation due by 9/16



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