

**WAYNE COMMUNITY COLLEGE**  
**Syllabus for SGD 112-40, SGD Design I**  
**Spring 2010, Online**

**Instructor:** Titus Barik

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**Course Description:**

**Class Hours 2, Lab Hours 3, Clinical/Work Experience Hours 0; Semester Hours 3**

This course introduces the fundamentals of simulation and game design. Topics include industry standards and design elements for simulations and games. Upon completion, students should be able to design simple simulations and/or games.

**Prerequisite(s):** CIS 070 or CTS 080

**Co-requisite(s):** None

**Required Textbook:**

Habgood, Jacob, *The Game Maker's Apprentice: Game Development for Beginners*, APress, 2006, ISBN: 1-59059-615-3. Available in Print and eBook formats.

Adams, Ernest, *Fundamentals of Game Design, 2/E*, New Riders Press, 2009, ISBN: 0-32164-337-2.

## Other Required Materials/Software

Personal Computer with Windows XP, Windows Vista, or Windows 7. This semester we will be using **Game Maker 8.0** by YoYo Games.<sup>1</sup> The Pro version of the software (\$25) is **not** required for this course.

A high-speed Internet connection is strongly recommended.

## Program Learning Outcomes

Program Learning Outcomes for the Simulation and Game Development program may be found on the Wayne Community College website.<sup>2</sup>

## Course Learning Outcomes

Upon completion of this course students will be able to:

- To introduce the fundamentals of simulation and game design
- To introduce industry standards
- To introduce design elements of games
- To design simple simulations and/or games

## Learning/Teaching Methods

The teaching methods utilized during this course include: assigned readings, lectures, student discussions, labs, case materials, Internet assignments, collaborative projects, and presentation of supplemental information.

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<sup>1</sup><http://www.yoyogames.com/>

<sup>2</sup><http://www.waynecc.edu/simulationgame/>

## Course Requirements

It is a remarkable but true fact: I do *not* give a comprehensive midterm or final exam. However, students find my assignments to be extremely challenging. As a result, your grade is largely determined by your ability to apply concepts in the course through programming and design projects.

Assignments	80% of grade
Final Project	15% of grade
Participation	5% of grade

Some assignments and readings are exploratory in nature and require research outside of the textbook.

## Grading Policy/Criteria:

Grades are assigned on a nominal seven-point scale:

A	93 - 100
B	85 - 92
C	77 - 84
D	70 - 76
F	Below 70

With the exception of officially excused absences, late assignments are not accepted. Please make sure that you have allocated adequate time to complete all assignments.

## Academic Integrity Statement

See WCC Student Handbook<sup>3</sup> or the College catalog for the WCC Code of Student Academic Integrity Policy. Any student caught violating the WCC Code of Student Academic Integrity Policy, (i.e., cheating, plagiarizing, or other dishonorable acts), in academic work is subject to disciplinary action. Cheating will not be tolerated. Cheating will result in an automatic “F” for the course. In the Business and Computer Technology Division cheating is defined as:

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<sup>3</sup><http://www.waynecc.edu/catalog-schedules/>

1. Using another student's diskette to complete an assignment.
2. Allowing another student to use your diskette, or information from your diskette, to complete an assignment.
3. Keying or printing an assignment and giving it to another student.
4. Using unauthorized books, materials, or another person's assistance while working on any graded assignment.
5. Taking an online test for another student

### **Students with Disabilities:**

WCC is committed to seeing that students with disabilities have equal access to and participation in all programs of study. For further explanation, please note the Students with Disabilities policy in the WCC catalog or the Student Handbook. Students with disabilities can contact the Disability Coordinator, Mrs. Caroline Smith, in the Student Development office, Room WLC 115, by telephone at 919-735-5152 (x223), or at [csmith@waynecc.edu](mailto:csmith@waynecc.edu).

### **Non-Discriminatory Statement**

Wayne Community College is committed to a policy of providing educational opportunities to all students regardless of economic or social status, beliefs, sexual orientation, national origin, or physical or mental disability.

### **Student Attendance Policy**

The College believes students demonstrate responsibility for and commitment to their educational goals through regular attendance; therefore, students must attend 80% of the total hours of any class to receive a passing grade. Instructors will excuse no absences under this policy.

WCC attendance policy allows no more than 20% of scheduled class hours as absences. Three tardies count as one unexcused absence. Students will be counted tardy if they enter class anytime after the scheduled class hour.

## **Course Outline and Calendar**

For a full course outline with due dates, please view the course documents section of the online blackboard class. We will cover most of the chapters in the required course textbook(s).