

The Art Institute of California—San Francisco
Course Syllabus

Course Number: GA3099

Course Title: Game Production

Class Meetings: Wednesdays from 1-5pm, room 403, 1170 Market

Session/Year: Winter 2011

Instructor Name: Andrew Klein

Email Address: amklein@aii.edu

Phone: not available

Website: www.kleinmakelearngood.com (has all the course notes)

Instructor Availability Outside of Class:

-1 tutoring hour per week, first come first serve: Wednesdays 5-6pm room 401

-1 office hour per week, first come first serve: Fridays 12-1pm room 015

Course Description:

In this course students will work in a studio environment and will focus on the production pipeline of creating a game.

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|---------------------------|---------------------|
| Course Length: | 11 Weeks |
| Lecture/Lab hours: | 22 Hours / 22 Hours |
| Contact Hours: | 44 Hours |
| Credit Hours: | 3 |

Course Competencies:

Upon successful completion of this course, the student should be able to:

- Integrate previous learning and skills in a comprehensive game project in a simulated “real world” production environment.
- Develop projects taken from Pre-Production class.
- Produce a finished professional project.
- Articulate and demonstrate an understanding the production process in a range of professionally determined environments.
- Schedule time and resources.
- Meet deadlines and respond promptly, positively, and favorably to criticism and input.

Course Prerequisites: Permission of Academic Director/Advisor

Recommended Textbook:

Chandler, Heather M. Game Production Handbook. Charles River Media: 2006. ISBN: 1584504161.

Materials and Supplies: A USB or Firewire portable hard drive for routine daily and weekly backups and storage.

Method of Instruction: Lab and Routine Critique.

Estimated Homework Hours: 6+ hours per week.

Technology Needed:

Hardware: PC/MAC

Software: Word, Excel, Maya or 3dsMax, UT3 or Unity, Zbrush or Mudbox, xNormal, Crazybump, 3dCoat.

Grading Scale:

All assignments must have clear criteria and objectives to meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

| | |
|----|-------------|
| A | 100-93 |
| A- | 92-90 |
| B+ | 89-87 |
| B | 86-83 |
| B- | 82-80 |
| C+ | 79-77 |
| C | 76-73 |
| C- | 72-70 |
| D+ | 69-67 |
| D | 66-65 |
| F | 64 or below |

Process for Evaluation:

Students in this course will fall into one of two categories. There are those students who are continuing on with their project which is deep into production, group A, and there are those students who are just now joining the project, group B. The group B students perform as new hires/interns to the already existing game studio. Group B artists will be assigned tasks by the Management group to create assets to further develop the game. Only assets meeting the style guidelines and critiques of the Group A artists will actually make it into the game. Your grade will reflect the level of tangible contribution in this manner. Work not up to the production quality will not be counted.

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Students in Group A will be subject to critique by the instructor, who will act as executive producer on the project. The instructor will also have final word on all assets being created by the Group B artists. Group A artists will be responsible for record keeping, committing and controlling asset integration and change logs, and wrapping up production.

The goal of the course is to have a sealed, playable game environment, with full functionality, by week 8 of the quarter. This week corresponds to GDC, and the current plan is to be able to try and show the game at the AI booth at GDC for playtesting and observation of user behavior. If that cannot occur, students will be required to find a minimum audience/sample size to play test the game.

Students will need to document how play of the game unfolds, for a post-mortem group essay and documentation, and revision (if needed) by week 11.

Each student will be graded on the following criteria:

| | |
|---------------------------|-----------|
| Attendance | 10 points |
| Week 3 check in of assets | 30 points |
| Week 5 check in of assets | 30 points |
| Week 7 final check in | 30 points |
| Post Mortem Report | 20 points |

Student Evaluation/Grading Policies:

- Class time will be spent in a productive manner.
- Grading will be done on a point system.
- Points for individual activities will be announced.
- All work must be received by the set deadlines.
- ABSOLUTELY NO WORK WILL BE ACCEPTED AFTER THE FINAL CLASS MEETS WEEK 11.

Classroom Policy:

- No food allowed in class or lab at any time. Drinks in sealable bottles allowed in classroom.
- Edible items brought to class or lab must be thrown out.
- If student elects to eat/drink outside class or lab door, missed time is recorded as absent.
- Attendance is taken hourly. Tardiness or absence is recorded in 15-minute increments.
- Break times are scheduled by the instructor at appropriate intervals.
- No private software is to be brought to lab or loaded onto school computers.

- No software games are allowed in lab (unless in course curriculum).
- Headphones are required if listening to music during lab. No headphones are allowed in lecture.
- Any student who has special needs that may affect his or her performance in this class is asked to identify his/her needs to the instructor in private by the end of the first day of class. Any resulting class performance problems that may arise for those who do not identify their needs will not receive any special grading considerations.

Disability Policy Statement:

It is our policy not to discriminate against qualified students with documented disabilities in its educational programs, activities, or services. If you have a disability-related need for adjustments or other accommodations in this class, contact the Disabilities Services Coordinator at 415-276-1060.

Academic Honesty Policy:

Students are expected to maintain the highest standards of academic honesty while pursuing their studies at AiCA-SF. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks.

Student work that appears to violate AiCA-SF's standards of academic honesty will be reviewed by the Committee on Academic Honesty. If the work is judged to have violated standards of academic honesty, appropriate sanctions will be given. Sanctions include but are not limited to course failure and academic termination.

Weekly Outline:

- Week 1: Overview of course. Presentation of concept art and design documents and where Project currently stands. Discussion of quarter. Labtime.**
- Week 2: Labtime and individual reviews.**
- Week 3: First Critique, First assets due.**
- Week 4: Labtime and individual reviews. POSSIBLY an industry talk.**
- Week 5: Second Critique, Second round of assets due.**
- Week 6: Labtime, final push for assets before completion.**

- Week 7: Third and Final Asset review. Final integration of Game.**
- Week 8: GDC week. Students will (hopefully) attend GDC. Student ticket (purchased onsite) is \$75.**
Students will playtest and present game to a diverse audience, gathering notes and feedback about the project, as well as statistics for post mortem.
- Week 9: Initial Post-Mortem, Work on final fixes.**
- Week 10: Work on Post-Mortem documentation**
- Week 11: Final Presentation of Game and Post-Mortem documentation**