

Computer Game Studies

CS 2100

Instructor : Libero Ficocelli
Prerequisites: : None
Credit/Hours : 3 Credits (3 - 0 - 0)

Course Content:

This course will act as a comprehensive introduction to the concepts and issues in new media technologies, with an emphasis on computer games.

The course will enable students to gain an appreciation of the broad range of perspectives which new media/games encompass. This includes not only the obvious issues such as graphics realism and aesthetics but will also delve into culture, sociology, psychology, philosophy and literary studies. Ultimately these will converge on discussions relating to current game design and development, as well as visioning with regards future directions and medium for the next generation of games.

Topics will include (but not restricted to):

- Prehistory of Computer Games (slot machines/pinball/etc)
- History of Computer Games (2D to 3D)
- Evolution of Console Devices (Sony/Nintendo/Microsoft...)
- Types (genres) of Computer Games (FPS/RTS/RPG/Sports)
- Online Games
- Virtual Worlds
- Game development (writing, game elements, aesthetics)
- Principles of Game Design
- Technical Issues:
 - Networking
 - Artificial Intelligence
 - Graphics
 - Animation
 - Sound
- Psychology of Games
- Sociology of Games
- Culture of Computer Games
- Games as Education and Training
- Ethical Issues in Video Games
- The Future of Video Games

Other topics may include:

- Genre-Specific Game Design Issues
- Level/Puzzle Design
- Military Gaming
- New Media - impact on the entertainment industry

Students will be expected to participate in class discussions (make contributions to an online class forum: in-house blog).

TextBook: **Game Development Essentials, Second Edition**
 Jeannie Novak

As well as other **assigned readings**.

Grading:	Assignments/Reviews/Project	45%
	Participation	5%
	Midterm Exam	25%
	Final Exam	25%