Washtenaw Community College Comprehensive Report

ANI 190 History of Game Design
Effective Term: Spring/Summer 2024

Course Cover

College: Business and Computer Technologies
Division: Business and Computer Technologies
Department: Digital Media Arts (new)
Discipline: Animation
Course Number: 190
Org Number: 14500
Full Course Title: History of Game Design
Transcript Title: History of Game Design
Is Consultation with other department(s) required: No
Publish in the Following: College Catalog , Time Schedule , Web Page
Reason for Submission: Three Year Review / Assessment Report
Change Information:
    Outcomes/Assessment
    Objectives/Evaluation
Rationale: Changes in assessment based on three year review.
Proposed Start Semester: Winter 2024
Course Description: In this course, students will learn about the theory of game design and its history. Using historical examples, students will study the evolution of game design, different genres of video games, and the evolution of video game-related technology. The role of key figures in gaming history will also be explored.

Course Credit Hours

Variable hours: No
Credits: 3
Lecture Hours: Instructor: 45 **Student:** 45
Lab: Instructor: 0 **Student:** 0
Clinical: Instructor: 0 **Student:** 0

Total Contact Hours: Instructor: 45 **Student:** 45
Repeatable for Credit: NO
Grading Methods: Letter Grades
Audit
Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

General Education

Request Course Transfer
Proposed For:
Ferris State University
Jackson Community College
Michigan State University

Student Learning Outcomes

1. Identify major milestones and people in the history of video game development.
    Assessment 1
    Assessment Tool: Outcome-related questions on final exam
    Assessment Date: Winter 2024
    Assessment Cycle: Every Three Years
    Course section(s)/other population: All
    Number students to be assessed: All
    How the assessment will be scored: Answer key
    Standard of success to be used for this assessment: 70% of students will score 70% or higher.
    Who will score and analyze the data: Departmental faculty

2. Identify and explain the evolution of gaming hardware and the subsequent effect on game design.
    Assessment 1
    Assessment Tool: Outcome-related questions on final exam
    Assessment Date: Winter 2024
    Assessment Cycle: Every Three Years
    Course section(s)/other population: All
    Number students to be assessed: All
    How the assessment will be scored: Answer key
    Standard of success to be used for this assessment: 70% of students will score 70% or higher.
    Who will score and analyze the data: Departmental faculty

3. Identify major genres of video games and their key design aspects.
    Assessment 1
    Assessment Tool: Outcome-related questions on final exam
    Assessment Date: Winter 2024
    Assessment Cycle: Every Three Years
    Course section(s)/other population: All
    Number students to be assessed: All
    How the assessment will be scored: Answer key
    Standard of success to be used for this assessment: 70% of students will score 70% or higher.
    Who will score and analyze the data: Departmental faculty
    Assessment 2
    Assessment Tool: Discussion Board Post
    Assessment Date: Winter 2024
    Assessment Cycle: Every Three Years
    Course section(s)/other population: All
    Number students to be assessed: All
    How the assessment will be scored: Outcome-related rubric
    Standard of success to be used for this assessment: 70% of students will score 3 out of 4 or higher on the rubric.
    Who will score and analyze the data: Departmental faculty

Course Objectives
1. Differentiate between first person shooters, MMOs, RPGs, side scrollers, war-games, RTS, turn-based strategy games, racers, flight simulations, puzzle games, and simulators.
2. Identify historical graphics hardware evolution.

3. Identify historical game console evolution.
4. Discuss the interaction between hardware and game design.
5. Identify key aspects of level design for various genres.
6. Analyze existing games and discuss them in the context of historical game designs.
7. Generate a basic game design document.
8. Recognize various professional roles within the game design pipeline.
9. Discuss the history of key game design studios.
10. Define the relationship between publishers and developers.
11. Outline the shifting course of historical video game funding.
12. Identify historical evolution of gaming artificial intelligence.
13. Recognize key characters (designers, innovators, business people) in gaming history.

New Resources for Course

Course Textbooks/Resources
Textbooks
Manuals
Periodicals
Software

Equipment/Facilities
Level III classroom

Reviewer	Action	Date
Faculty Preparer:		
Randy Van Wagnen	*Faculty Preparer*	*May 12, 2023*
Department Chair/Area Director:		
Jason Withrow	*Recommend Approval*	*May 15, 2023*
Dean:		
Eva Samulski	*Recommend Approval*	*May 17, 2023*
Curriculum Committee Chair:		
Randy Van Wagnen	*Recommend Approval*	*Apr 03, 2024*
Assessment Committee Chair:		
Jessica Hale	*Recommend Approval*	*Apr 10, 2024*
Vice President for Instruction:		
Brandon Tucker	*Approve*	*Apr 16, 2024*

Washtenaw Community College Comprehensive Report

ANI 190 History of Game Design
Effective Term: Fall 2018

Course Cover

Division: Business and Computer Technologies
Department: Digital Media Arts
Discipline: Animation
Course Number: 190
Org Number: 14500
Full Course Title: History of Game Design
Transcript Title: History of Game Design
Is Consultation with other department(s) required: No
Publish in the Following: College Catalog , Time Schedule , Web Page
Reason for Submission: New Course
Change Information:
Rationale: This is a non-software course aimed at understanding historical developments in video game creation, technology, and design theory. This will be a vital adjunct to the software courses.
Proposed Start Semester: Fall 2018
Course Description: In this course, students will learn about the theory of game design and its history. Using historical examples, students will study the evolution of game design, different genres of video games, and the evolution of video game-related technology.

Course Credit Hours

Variable hours: No
Credits: 3
Lecture Hours: Instructor: 45 **Student:** 45
Lab: Instructor: 0 **Student:** 0
Clinical: Instructor: 0 **Student:** 0

Total Contact Hours: Instructor: 45 **Student:** 45
Repeatable for Credit: NO
Grading Methods: Letter Grades
Audit
Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

General Education

Request Course Transfer

Proposed For:
College for Creative Studies

Ferris State University
Jackson Community College
Michigan State University

Student Learning Outcomes

1. Identify major milestones in the history of video game development.
   ### Assessment 1
   Assessment Tool: Outcome-related questions on final exam
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Answer key
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Full-time faculty

2. Identify and explain the evolution of gaming hardware and the subsequent effect on game design.
   ### Assessment 1
   Assessment Tool: Outcome-related questions on final exam
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Answer key and rubric
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Full-time faculty

3. Identify major genres of video games and their key design aspects.
   ### Assessment 1
   Assessment Tool: Outcome-related questions on final exam
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Answer key
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Full-time faculty

Course Objectives

1. Differentiate between first person shooters, MMOs, RPGs, side scrollers, war-games, RTS, turn-based strategy games, racers, flight simulations, puzzle games, and simulators.
2. Identify historical graphics hardware evolution.
3. Identify historical game console evolution.
4. Discuss the interaction between hardware and game design.
5. Identify key theories of good level design for various genres.
6. Analyze existing games and discuss them in the context of formal Game Theory.
7. Generate a basic design document.
8. Recognize various professional roles within the game design pipeline.
9. Discuss the history of key game design studios.
10. Define the relationship between publishers and studio.
11. Outline the shifting course of historical video game funding.
12. Identify historical evolution of gaming Artificial Intelligence.

New Resources for Course

Course Textbooks/Resources
    Textbooks
    Manuals
    Periodicals
    Software

Equipment/Facilities
    Level III classroom

Reviewer	Action	Date
Faculty Preparer:		
Randy Van Wagnen	*Faculty Preparer*	*Sep 29, 2017*
Department Chair/Area Director:		
Ingrid Ankerson	*Recommend Approval*	*Oct 02, 2017*
Dean:		
Eva Samulski	*Recommend Approval*	*Oct 03, 2017*
Curriculum Committee Chair:		
Lisa Veasey	*Recommend Approval*	*Nov 28, 2017*
Assessment Committee Chair:		
Michelle Garey	*Recommend Approval*	*Nov 29, 2017*
Vice President for Instruction:		
Kimberly Hurns	*Approve*	*Dec 02, 2017*