4/29/2024 DATE

☑ REQUIRED COURSE
☑ ELECTIVE COURSE

Business DIVISION
☐ NEW COURSE
☑ REVISION

Lake Land College
Course Information Form

COURSE NUMBER:	ITT-066		TITLE: *(30 Characters Max)*			Indie Game Development		

SEM CR HRS:	3	Lecture:		0		Lab:	6		Work-based Learning	0		ECH:	6

Course Level:	☐ Gen Ed / IAI ☑ Career/Technical	Clinical Practicum:	0	Work-based Learning	0	WBL ECH:	0
	☐ Baccalaureate /Non-IAI ☐ Dev Ed/ Not in Degree Audit						

COURSE PCS #	12 - 10. 0304		IAI Code			Contact Hours Per Week		
Repeatable (Y/N):	Y	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	N	Min:	Max:	16 Wks 300 / 8 Wks 600

Prerequisites:	
Corequisites:	
Catalog Description: (40 Word Limit)	This course is a production class that mimics the game development environment in an indie development house. Methods of production will be covered, options will be discussed and assignments will be made based on skill and ability.

List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Work-based Learning
Game creation overview and discussion		4		
Character and story development		15		
Environment and level design		15		
Model development, animation and integration		16		
Gameplay development		32		
Testing and deployment		8		
TOTAL	0	90	0	0

EVALUTION

QUIZZES ☐	EXAMS ☐	ORAL PRES ☑	PAPERS ☑
LAB WORK ☑	PROJECTS ☑	COMP FINAL ☐	OTHER ☐

COURSE MATERIALS

TITLE:	Level Up! The Guide to Great Video Game Design	
AUTHOR:	Rogers	
PUBLISHER:	John Wiley & Sons. Inc.	
VOLUME/EDITION/URL:	2nd Edition	
COPYRIGHT DATE:	2014	

TITLE:	Unity from Zero to Proficiency (Foundations): A Step-by-step Guide to Creating Your First Game	
AUTHOR:	Patrick Felicia	
PUBLISHER:	Independently published	
VOLUME/EDITION/URL:	ISBN-10: 179580663X	
COPYRIGHT DATE:	2019	

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		The student will be able to:
Game creation overview and discussion	4	Discuss what genre and exact game concept the team will choose and outline major steps leading toward completion.
Character and story development	15	Decide on a unified plot and develop details concerning the characters.
Environment and level design	15	Develop the structure and substance of the game world and formulate how the player will move through it from beginning to end.
Model development, animation and integration	16	Create the models that exist in the world and develop the motion and animation of each.

Gameplay development	32	Assemble the game pieces into a cohesive whole and integrate the details to create an immersive and believable environment.
Testing and deployment	8	Port game to destination platform and complete quality control testing.
	90	

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
	Explain the game development process of creating, testing, and publishing a game.
	Use programming, modeling, and animation software to create the required elements of a game.
	Contribute as a member of the game development team.

Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.