CSC 430 / HCI 530: Game Design
Fall 2022

Place and Time: TR 9:35 a.m. – 10:55 p.m.; Tuesdays sync online; Thursdays in Shineman 176 (default) or

sync online (by announcement)

Instructor: Alex Pantaleev

Office: Shineman 441

Office / Lab Hour: R 11:00 a.m. – 12:00 p.m.

Email: alex@cs.oswego.edu

Course Webpage: http://cs.oswego.edu/~alex/teaching/csc420/

Short Description: Basic mechanisms and design techniques for computer games; history, types, and impact of games; best design practices and vocabulary

Objectives: Upon the successful completion of the course, the student will be familiar with: the essential types and genres of computer games; the vocabulary for critiquing and designing games; theoretical frameworks for designing games

Textbooks: There is no required textbook. Course notes are available online.

Game Homeworks / Projects: There will be a total of three design and programming assignments. The source

code of the working assignments must be submitted to the respective dropbox, together with a design document

for the game.

Grading Policy:
– Game homeworks 60
– Short reaction papers 20
– Individual presentation / game critique 15
– Course participation 5

There is no curve. The grading scale is:

93 and up	A
90 to 92.99	A-
87 to 89.99	B+
83 to 86.99	B
80 to 82.99	B-
77 to 79.99	C+
73 to 76.99	C
70 to 72.99	C-
67 to 69.99	D+
63 to 66.99	D
60 to 62.99	D-
Below 60	E

Policies:

- Class sessions on Tuesdays will be held in a synchronous online fashion. Class sessions on Thursdays will be held in person by default. Thursday sessions may be moved online on a case by case basis.

- Course assignments are to be electronically submitted.

- Assignments electronically submitted after 11:59pm of the due date will be considered late. It is possible to submit an assignment late by no more than a week with a 50% penalty.

- All textual assignments have to be submitted in an open format. Examples of open formats are plain text, odt, and pdf . Microsoft's doc, docx, and the like are not acceptable.

- Projects and assignments that do not compile, that crash, or that produce garbage output will receive no credit.

- It is your responsibility to find out when the CS labs are open.

- *It is your responsibility to check the course webpage and your email accounts regularly.*

- There will be one per cent deducted from a student's final course grade per cell phone ring/call/text message or other noise from electronic devices in class. Please turn off your cell phones and other distractions.

- The Office of Disability Services is available to assist students who have a legally documented disability or students who suspect that they may have a disability. If you have a disabling condition that may interfere with your ability to successfully complete this course, please contact the Office of Disability Services. (Alternative testing for students with learning disabilities is available through Disability Services.)

- Academic Misconduct Policy: Students must work only within their group on all assignments and projects. If assistance is necessary, the instructor can be contacted during office hours, by electronic mail or by making an appointment. Plagiarism, cheating, and the like will result in a failing grade for the course or, at the discretion of the instructor, in disciplinary action through the respective SUNY Oswego office. For more information, see http://www.oswego.edu/academics/colleges_and_departments/departments/computer_science/cheating.html