

600.255: Introduction to Video Game Design is a broad survey course in video game design, covering artistic, technical, as well as sociological aspects of video games. Students will learn about the history of video games, archetypal game styles, computer graphics and programming, user interface and interaction design, graphical design, spatial and object design, character animation, basic game physics, plot and character development, as well as psychological and sociological impact of games. Students will design and implement an experimental video game in interdisciplinary teams of 3-4 students as part of a semester-long project. The lab section will cover a variety of multi-media techniques and applications from image processing, through sound design, to 3D modeling and animation.

The weekly labs will take place in the Digital Media Center, Mattin/Offit 226 on Monday or Wednesday from noon to 1:15. Please refer to the course web site (<http://www.cs.jhu.edu/~phf/2009/spring/cs255/schedule.shtml>) for lab handouts and special announcements. The Digital Media Center web site <http://digitalmedia.jhu.edu> will list all hardware, software, games, consoles, workshops, and special events related to game design and creation. The JHU Gaming Lab <http://gaming.jhu.edu> is located next to the Digital Media Center in room 225. To gain access to the gaming lab please check in at the DMC from desk.

Lab topics will be taught by Digital Media Center staff:

Joan Freedman, Director, freedman@jhu.edu 410-516-4288

Phil Davis, Multimedia Specialist - Video, phil.davis@jhu.edu 410-516-4345

Rose Burt, Multimedia Specialist – Audio, rose.burt@jhu.edu 410-516-4345

Yana Sakellion, Artist in Residence, jsakellion@yahoo.com 410-516-3817

Milt Reder, IT Specialist, milt@jhu.edu 410-516-3817

Lab Syllabus

Week 1 (Jan 26/28)

- Introduction to DMC: Joan, Phil, Rose, Yana
- Design and Planning, Time Management, Storyboarding and Flowcharting

Week 2 (Feb 2/4)

- Game rules and play: Joan, Phil, Rose, Yana

Week 3 (Feb 9/11)

- Image creation and Editing: Yana

Week 4 (Feb 16/18)

- Sound Effects/Basic Foley: Rose

Week 5 (Feb 23/25)

- Animation : Phil

Week 6 (March 2/4)

- 3D modeling I: Guest

Week 7 (March 9/11)

- 3D modeling II: Guest

Week 8 -- Spring Break (March 14-22)**Week 9 (March 23/25)**

- Game Writing and Character Design: Joan

Week 10 (3/30-4/1)

- Controllers and Interface Elements: Yana

Week 11 (April 6/8)

- Game Soundtracks: Rose

Week 12 (April 13/15)

- Cut Scenes, Transitions, Titles and Credits: Phil

Week 13 (April 20/22)

- Open Lab (topics taught as needed): Joan, Phil, Rose, Yana

Week 14 (April 27/29)

- Open Lab (topics taught as needed) : Joan, Phil, Rose, Yana