

COURSE CONTENT

Course Code	DT3016
Course Title	Game Jam
Pre-requisites	DT2018 Animation for Games I or DT3014 Game Design II
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this advanced level course, you will enhance your expertise in digital game creation as you apply your skills to game jam event collaboration. Throughout the course you will perform several roles ranging from game artist or designer to event organiser or manager. The goal of this course is to develop your personal and entrepreneurial abilities to increase your potential in the gaming environment.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe methods of managing team-based digital game design scenarios.
2. Develop specific areas of game art and/or design to an advanced level.
3. Apply specialist contribution towards the completion of a team-based computer game production.
4. Identify and problem-solve game production issues and challenges.
5. Contribute constructively in team-based situations to critique and improve digital game production.

Course Content

In this course you will focus on being pro-active about digital gaming. You will bring your own advanced specific skillset to game jams, student-led training sessions, entrepreneurship strategies, esports, and other activities that involve collaboration towards the production and event management of digital games.

Game Jam

At the appropriate time during the course, you will join a group to participate in a “Game Jam”, such as the international Global Gam Jam, developed under the International Game Developers Association Education Special Interest Group. Your group will be required to form a structure of responsibilities and management, so as to complete the Game Jam in the allotted time. The key learning in this project is to contribute your own skillset, and experience the dynamics of working in a creative team under pressure. This will differ greatly from the pace of creative development and production experienced in other courses. The instructor will prepare you for the type of decision making required, and also how to maintain creativity and production under pressure. At the end of the Game Jam, of (e.g.) 48 hours, you and your team will have completed a finished, playable game. In preparation for a Game Jam, students will perform “mini-game jams in class.

Workshops

Throughout all stages of the course, you will provide at least one training workshop. In this workshop, you will teach the other students a particular skill required for this course. The purpose of this workshop is to understand the dynamics of preparation, instruction, and guiding others in an effective manner. This project will require you to be highly proficient in your chosen topic, and to carefully prepare a workshop that stays on focus, and provides a distinctive learning outcome. The instructor will provide guidance and assistance.

e-Sports or Community Game Jam

The final project will be an eSports event or a Community Game Jam. This may take place on ADM premises, somewhere at NTU, or at an outside location. The entire class will be focused toward this event and will determine all aspects. The instructor will assist only if necessary, e.g. for faculty-level bookings etc. All students will have an important role. These roles will vary from participation to event management – treasurer, technical director, facilities manager, sponsorship manager, public liaison, publicity and marketing, etc, as may be required. The overall purpose of the event is to engage with the wider community, spread the excitement of such an event, gain publicity, and provide a positive and memorable experience for all participants.

By the end of this course, you will have gained new skills and confidence that will accelerate your participation and leadership in the area of digital gaming.

Throughout this course you will be assessed individually, whether it be for your own individual outcomes, or for your individual outcomes within a group.

Assessment (includes both continuous and summative assessment)

Component	ILO Tested	Programme LO	Weighting	Team/ Individual
Continuous Assessment Student-led Workshops	1,3,4	N.A	30	Individual
Projects: Game Jam event – 25% Community Event – 25%	1,2,3,4	N.A	50	Individual
Continuous Assessment: Participation	5	N.A	20	Individual / Team
Total			100%	

Formative feedback

You will receive verbal feedback in every studio class whenever you discuss your work with the instructor.

You will also receive feedback when your work is displayed and discussed in class critiques and screenings.

Learning and Teaching approach

Approach	How does this approach support you in achieving the learning outcomes?
Lecture	You will become familiar with a range of principles of game development and event management and learn about the relevance of these for your own practical work.
Creative Projects	By participating in creative projects, you can apply the learned concepts in your own practice. You can demonstrate your ability to collaborate usefully to contribute to a successful creative project outcome.
Team Projects	Collaborating with peers in small groups allows you to develop communication skills, group responsibility, leadership skills, and positive interdependence. The team's combined output will be assessed, as well as your individual performance, contribution, and ability to effectively collaborate. This may be assessed through self-reflection reporting and/or peer assessment.
Project Critique	You will receive feedback on your work through interactive class peer reviews. This will enable you to evaluate your work and contribute constructive comment to the work of your peers.

Reading and References

1. Byrne, E. Game level design. Vol. 6. Boston: Charles River Media, 2005.
2. Fullerton, T. Game DesignWorkshop: A playcentric approach to creating innovative games. London:Morgan Kaufmann 2008
3. McGonigal, J. Reality is broken: Why games make us better and how they can change the world. Penguin, 2011.
4. Moore, M. Basics of Game Design. CRC Press 2011
5. Oxland, K. Gameplay and Design. London: AddisonWesley. 2004
6. Perry, D Game Design. London: Cengage 2010
7. Salen, K. and Zimmerman, E. (2004) Rules of Play. MIT Press: London
8. Schell, J. The Art of Games Design: A book of lenses. London: Morgan Kaufmann Publishers 2008
9. Sicart, M. Defining Game Mechanics. Gamestudies.org
[<http://gamestudies.org/0802/articles/sicart/>]
10. Sylvester, T. Designing Games: A Guide to Engineering Experiences. O'Reilly Media 2013

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the [academic integrity website](#) for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subject to adjustment by instructor according to the teaching situation, students' progress, public holidays and unforeseeable circumstances. A revised schedule will be issued to students at the start of the semester.

Week	Topic	Course LO	Readings/ Activities
1	Introduction Class exercise: <ul style="list-style-type: none"> - What is a game design workshop? - Discuss and discover workshop principles - Design a workshop 	1,4,5	Introductory Lecture <ul style="list-style-type: none"> - Overview course content - What is a Workshop? - What is a Game Jam? - What is an e-Sport event?
2	Mini-Workshops <ul style="list-style-type: none"> - Students present mini-workshops. - Workshop is assessed. - Discussions of how to improve 	1,4,5	Mini-Workshops Students run mini-workshops

	<ul style="list-style-type: none"> - Design workshop 2.0 		
3	<p>Workshops 2.0</p> <ul style="list-style-type: none"> - Level 2 of workshop design and operation - Critique <p>Preparation work for next week Game Jam topic</p>	1,4,5	<p>Workshops 2.0</p> <p>Introduction to Game Jam</p>
4	<p>Game Jam</p> <ul style="list-style-type: none"> - Students design Game Jam team structures. - Present ideas in class discussion and critique. - Prepare for next week Game Jam rapid Prototype 	2,3,4,5	<p>Lecture: Game Jam.</p> <p>What is a Game Jam. Types. Benefits. Potentials. Principles of running a game jam.</p>
5	<p>Game Jam Rapid-Prototype</p> <ul style="list-style-type: none"> - A short 3-hour game jam designed and run my students with fellow student participants. 	2,3,4,5	Game Jam Rapid-Prototype
6	<p>World-wide* Game Jam participation</p> <ul style="list-style-type: none"> - * Dependent on timing and availability. - May be replaced by ADM-wide Game Jam 	2,3,4,5	<p>Game Jam event</p> <p>(24 or 48 hours with a 2-week period)</p>
7	<p>World-wide Game Jam participation</p> <ul style="list-style-type: none"> - Dependent on timing and availability. - May be replaced by ADM-wide Game Jam 	2,3,4,5	<p>Game Jam event</p> <p>(24 Or 48 hours with a 2-week period)</p>
8	<p>Game Jam post-game analysis</p> <p>Introduction to e-Sports</p> <p>Guest speaker NTU C3</p>	2,3,4,5	<p>Game Jam post-game analysis</p> <p>Lecture: Introduction to Community Events - e-Sports / Game Jam</p>
9	<p>Final Project:</p> <p>Design and run Community Event - e-Sports / Game Jam event</p>	2,4,5	Short Lecture: Event management

10	Community Events - e-Sports / Game Jam event design and management. Location, assets, technology, people, health and well-being.	2,4,5	Community Events - e-Sports / Game Jam Student supervision
11	Community Events - e-Sports / Game Jam event design and management. Location, assets, technology, people, health and well-being.	2,4,5	Community Events - e-Sports / Game Jam Student supervision
12	Community Events - e-Sports / Game Jam Event. NTU-wide. Located on Campus or in City.	2,4,5	Community Events - e-Sports / Game Jam Student supervision
13	Final Presentation. Post-game analysis of event. Handin of written report.	1,3,4,5	Student Presentations on final assignment with critique and feedback