

Individualized Assignment

Dr. Tom Way

General due date: April 2, 2009

Special deadline: Code review documents due March 31, 2009

Description

This individualized assignment is designed to reinforce game design concepts and support the particular background that you bring to class, based on your major field of study. The “deliverables,” or things you hand-in, will vary depending on the assignment. Examine the assignments below and complete the one that corresponds to your academic major. With prior permission of the instructor, you may select a different assignment if you can make a compelling case for doing so.

Assignment A: Code Review

Do this if you are a: computer science, or computer or electrical engineering major

Perform a detailed code review of an assigned section of program source code produced by our TCNJ partners. Dr. Way will assign you the specific code to review. To perform the review you should copy the source code into a document file (e.g., MS Word), which you will submit electronically, and to which you will add highlighted comments that cover the following aspects:

- Suggestions for restructuring of code to improve modularity
- Suggestions for renaming variables, classes, methods, etc.
- Suggestions for improving efficiency of algorithms being used
- Suggestions for additional comments in the code
- Notes about any possible bugs you found in the code
- In general, suggestions that can be used to improve the code in some way

Note that you will also be called upon during a class meeting to perform a brief code walk-thru to explain your code review comments.

Assignment B: The Business of Games

Do this if you are a: Accounting, Economics, Finance, Marketing, or MIS major

Prepare and deliver a 10 minute PowerPoint presentation on how market analysis is done for computer games, and how games are marketed. You should include examples of games that were market successes and failures, and explain why this was the case. Also, present one or more case studies of how somebody can break into game design as a career.

Assignment C: Psychology of Gaming

Do this if you are a: Psychology major

Prepare and deliver a 10 minute PowerPoint presentation on the psychological aspects of computer gaming. In your presentation, attempt to answer, with justification, the following questions:

- Does playing computer games lead to increased violence in children and teens?
- Can one become addicted, in the clinical sense, to computer gaming?
- What aspects of computer games are most appealing to our minds?
- How can computer games be designed to appeal to girls?

Assignment D: Behind the Creative Process

Do this if you are an: English major

Prepare and deliver a 10 minute PowerPoint presentation on how the creative process of game design works, from brainstorming new ideas, where ideas come from, and how to take an idea for a game and turn it into a compelling narrative for a game. Provide examples of specific games and describe the story structure for each and what makes the story compelling or boring.

Assignment E: The Science Behind Games

Do this if you are a: Comprehensive Science major

Prepare and deliver a 10 minute PowerPoint presentation on how serious science is incorporated into computer games. Your presentation should give examples of how aspects of the following disciplines are used either as part of the story itself or transparently within computer games:

- Biology
- Physics
- Mathematics
- Astronomy
- Chemistry
- Geography
- Environmental Science
- Others as you see fit to include