

**University of Baltimore – School of Information Arts and Technologies**  
**Computer Science 320.001: Game Concept and Design**

Fall, 2007 – Stuart Moulthrop  
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"SZ" indicates Salen and Zimmerman, *Rules of Play*; "IBG" indicates the *Inform Beginner's Guide*; *Smartbomb* is Chaplin and Ruby, *Smartbomb*.

**Date Reading Work Due**

- August 28 Welcome to the course; Assignment 1 given out in class
- September 4 SZ chaps. 1 and 2 **Assignment 1: Minimum game**
- September 11 SZ chaps 3 and 4; Lecture: Game types, kinds, and genres
- September 18 SZ chaps 5 and 6; Gee, from *What Video Games Have to Teach Us*
- September 25 SZ chaps 7 and 8; Game learning experiment; **Assignment 2: Unplugged game**
- October 2 SZ chaps 11 and 12; Game learning experiment
- October 9 SZ chaps 13 and 14; Bogost, from *Persuasive Games* (handout)
- October 16 SZ chap 21; Montfort, from *Twisty Little Passages* (handout)  
Begin playing Adam Cadre's *Varicella*
- October 23 SZ chaps 24-25; IBG chaps 1 and 2; Discuss *Varicella*; ; Lecture: IF design examples; **Assignment 3: Game Learning Project**
- October 30 SZ chap 26; IBG chaps 3 and 4; Lecture: IF design examples
- November 6 SZ chaps 30 and 32; IBG chaps 5 and 6; ; Lecture: IF design examples  
**Assignment 4: I.F. Concept**
- November 13 IBG chaps 7 and 8; *Smartbomb* chaps 1 and 2; Lecture: IF design examples
- November 20 IBG chaps 8 and 9; *Smartbomb* chaps 3 and 4; Lecture: IF design examples
- November 27 IBG chaps 10-13; *Smartbomb* chaps 5 and 6; ; Lecture: IF design examples; **Assignment 5: Game critique**

December 4 *Smartbomb* chaps 7 and 8; Lecture: Completed IF design example

December 11 No Meeting; **Assignment 6: Completed I.F. with walkthrough**