The Gaming Classroom

USING GAME DESIGN AS A TEACHING TOOL
Boris Willis

- Professional Dancer, Choreographer and Game Designer
- 1991 Started teaching at Mason- Dance
- Taught Dance Appreciation course using WebCT
- MFA Dance Technology Choreography- The Ohio State University
- 2009 Game Design Program

Photo: Neil Adams

Live Board
GMU 1997
The way we have always done it syndrome
Hello, you have an “F”

- One grade at the end of the semester
- Cannot earn enough points to get a D until after midterm.
- Cannot earn enough points to get an A until the final is taken.
- Cannot lose any points earned. (Happy with a D, don’t come back)
- Earn points by doing the work
- All late assignments accepted for full credit
- Give bonus for submissions by the due date
- Built in extra credit (quizzes)
- Quizzes only give XP when all answers are correct
- Quizzes can be taken an unlimited amount of times

Points awarded only when the work is satisfactory. Poor quality work can be resubmitted.
Scenario 1

- Great student has unfortunate event causing a late submission.

Scenario 2

- Slacker student claims they want to do better and willing to do the work.
XP assigns value to effort not product

- Grade based on what the student is willing to work for
- Excuses are irrelevant
- Always a path to an “A”
Both students are treated equally.
Working with groups

- One student does most of the work
- One student does the least work
- Both students may interact with professor a lot
Group Solutions

- Give each student a goal and a role
- Don’t give points based on perceptions
- Give points based on work submitted

Roles

Each student job will require an individual submission for the final.
- Marketing will turn in marketing plan, posters and other materials
- Sound will turn in sound room levels with sound files used in the game
- Programmers will turn in diary of process, things that failed and things that worked. What is used in the final version
- Artists will turn in reference art and final art works
- Documentation will turn in GDD and presentation slides for alpha, beta and final game.
- Producer will document process, timeline, update Trello board. Items cut and altered
- Designer will turn in final level
Weekly Discussions

- Groups of 3-5 depending on class size
- Students only interact with their group
- Presentations available to the entire class

Collaborate using Trello
Group Work

- **Group Project** - With your group, create and present a concept for a Go based board game.

- **Chapter Summary** - Group members choose one of the assigned chapters and write a summary. Choose a different chapter for each group member.

- **Play and Record** - Nim and Spacewar! and discuss the games with your group

- **Discussion** - Discuss the games and the chapters in the discussion boards.
Syllabus

What if I told you
The information you seek.

Is in the Syllabus

https://shawangunks.files.wordpress.com/2015/06/morpheus-matrix.jpg