

A - New Course Proposal V. 7.2022 : Entry # 2249**DEAN Decision**

Approved

Date

09/09/2022

Is this course intracollegiate or intercollegiate?

Intracollegiate

DEAN Comments

This course will be taught in place of an elective, and the number of electives in the major will be reduced. The overall number of credits in the major is the same, and the teaching responsibility of the faculty will stay the same. No additional resources needed

SCHOOL EPC Decision

Approved

Date

11/18/2022

Begin Form**Today's Date**

08/23/2022

Your Name:

Brian Heagney

Your Email:bheagney@highpoint.edu**Are you a Department Chair?**

No

Department Chair Name

Dr. Stefan Hall

Email address of your Department Chairshall@highpoint.edu**By checking below I am certifying that my department chair has seen and approved the new course that is in this proposal**

Yes

Please select the appropriate school overseeing this proposal:

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Communication

Which semester is this course to be taught for the first time?

Spring 2024

Information for the Registrar**Choose the department designator for your proposed course from the list below.**

GAM

Proposed Course Number

4493

Is this course cross listed?

No

Does this course replace a current course?

No

Enter the title of your proposed course

Game Publishing, Promotion, & Portfolio

Enter the catalog description of your proposed course

Students will work collaboratively to refine a game from a playable prototype through to publishing on a publicly available hosting site. Students will learn and use best practices for building and maintaining a publicly-facing website, and developing content to help promote and support their game. Students will also develop oral or poster presentations to present in their area of expertise. Lastly, students will learn how to frame and present themselves through their game design portfolio, professional social media profiles, and resumes.

Choose your proposed course's number of credits from the list below

4

How will the course be graded?

Letter grade

Please select the course repeat option for your proposed course:

Not repeatable for credit

Offering cycle for your proposed course:

Spring semester

Does your course have any prerequisites?

Yes

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Please list all prerequisites this course requires:

GAM 4492

Is this new course being proposed because of a proposal for a new or revised major or minor?

This course proposal is part of the revised GAM major, which will be submitted by Brian Heagney

Gen Ed and Academic Programs

Is this course part of Gen Ed?

- No

Does this course count towards a major or a minor?

Yes

Please list the major / minor and whether it is required or an elective

GAM Major - Required

Will this course fulfill any of the below University academic program requirements?

- This course does not fulfill academic program requirements

Does this course include any community engagement?

No

Does this course participate in the GoGlobal Program?

No

Has it been reviewed and approved by the Global Experience Committee?

No

Information for Curriculum Review

Rationale for new course & consistency with departmental mission

This course will be the second required capstone course for Game Design majors and will allow them to take a playable prototype (developed in the existing capstone course) and refine and polish it into a professional and published video game. The course also focuses on providing students with the opportunity to professionally present their research from their capstone project, and developing strategic plans for framing and presenting themselves through portfolios, resumes, and public professional profiles.

Please list all student learning outcomes for this course

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Work collaboratively to polish and complete a video game project. Assessed through Finished Video Game, and Publishing assignments

Professionally present media and concepts according to industry standards. Assessed through Publishing, Presenting, and Portfolio Profile & Professional Resume assignments

Present evidence of their technical skills related to the industry. Assessed through Finished Video Game, Presentation, and Portfolio Profile & Professional Resume assignments

Show understanding of the game design industry and related fields. Assessed through Reflective assignments

Please list any units or content areas that will be required for all sections of this course

Video Game Iteration and Refinement
Video Game Publishing
Research Presentation
Communicating Professionalism

Please list any assignments, tests, or other assessments that will be required for all sections of this course

- Final Video Game (20% of grade) – Students will begin with any previous video game that has been developed to the point of a playable prototype with clearly developed gameplay. For this assignment, students will develop and follow through with a plan to cut some content and strengthen others in order to develop a playable and publishable final video game.
- Publishing (20% of grade) – Once students finish the playable video game, students will publish the video game to a publicly available platform of their choice. Students will research the pros and cons of publishing to different platforms, perform the technical operations to configure their game files to be ready for the platforms, and lastly, develop and maintain the content for the public page of their game.
- Presentation (20% of grade) – Throughout the previous two semesters, students have likely specialized in an area of game design and development. All students in the class will develop an oral or poster presentation on their unique area of expertise, and deliver the presentation in a public arena.
- Portfolio, Profile, & Professional Resume (20% of grade) – Students will develop a professional game design portfolio based on their expertise and how they wish to frame themselves in the game design world. Students will also use best industry standards to develop a public professional profile. Lastly, students will develop a game design resume.
- Reflective Assignments (20% of grade) – Throughout the semester there will be short reflective assignments focusing on the game design careers and related industries.

Please list any readings or other materials that will be required for all sections of this course

- Limpach, O. (2020). The Publishing Challenge for Independent Video Game Developers: A practical guide. CRC Press, Taylor & Francis Group.
- Fullerton, T. (2019). Game Design Workshop: A playcentric approach to creating innovative games. CRC Press.

Please list any course policies that will be required for all sections of this course

Not Applicable

If you would like to specify anything about how requirements for contact hours must be met for all sections of this course, please indicate below (e.g., if any experiential learning activities will replace seat time)

Not Applicable

Is there anything else the reviewing parties should know about this new course proposal that hasn't already been asked/addressed?

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Not Applicable

Sample Syllabus

- [GAM 4493 Proposal.docx](#)