



**BAKER COLLEGE  
STUDENT LEARNING  
OUTCOMES**

**GSD3010 Game Design and Analysis  
3 Semester Hours**

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**Student Learning Outcomes & Enabling Objectives**

1. Examine what is involved in creating a quality game
    - a. Identify the stages of creating a game: Concept stage, Elaboration Stage, Tuning Stage
    - b. Analyze the different target audiences
    - c. Explain the design principles in creating a game
  2. Assess the quality of a game
    - a. Define the terminology relative to game design
    - b. Critique a computer games entities, their attributes, the relationships among entities, and other resources.
  3. Investigate the roles of each member of the game design team
    - a. Discuss the roles of a member of a design team relative to game design
    - b. Discuss the inter-relatedness among the members of the design team relative to game design
    - c. Assume different job duties in a design team
  4. Identify the different game genres
    - a. Identify different game genres
    - b. Identify the qualities that characterize various game genres.
  5. Design or redesign a game
    - a. Modify an existing game by designing a new level
    - b. Use a game engine to manipulate a game
    - c. (Re)construct a game to target a particular audience
    - d. Illustrate creativity in (re)constructing a game
    - e. Create a map (storyboard/ flow board) for the design of the game
  6. Write a game proposal
    - a. Use the terminology relative to a game proposal
    - b. Develop a high-concept statement
    - c. Analyze the game market for their game proposal
    - d. Create an original game design document
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## Big Ideas and Essential Questions

### Big Ideas

- Game scripting processes
- The Game Development Process
- Storyboarding.
- Game layout
- Game design

### Essential Questions

1. What constitutes a game?
2. What do you need to consider when designing for a specific audience?
3. What are the main genres of games?
4. What terminology is used in game design?
5. What are the tools used in game design?
6. What are the demands on a game designer?
7. What are the mechanics of a game?
8. What are quality aspects of a well-designed game?

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These SLOs are not approved for experiential credit.

**Effective: Fall 2022**