

Preliminary Schedule – Games Class

<u>Date</u>	<u>Topic</u>
Tues, Jan. 22	Introduction to instructors, book, syllabus, what they will be doing
Thur. Jan. 24	Lecture #1 – Carolyn “What is a Game?”
Tues. Jan. 29	Lecture #2 – Carolyn “Game Development – First Steps” also: description of individual proposal assignment (Due Feb. 12)
Thur. Jan 31	Lab – computerless game exercise in classroom: Bill, Luke, Curtis
Tues. Feb. 5	Lecture #3 – Carolyn “The Role of Narrative”
Thur. Feb 7	First lab with computers: Bill, Luke, Curtis
Tues. Feb. 12	Individual presentations due; students do oral presentations
Thur. Feb. 14	Lab: Bill, Luke, Curtis
Tues. Feb. 19	Lecture #4 – Carolyn “Characters in Games”
Thur. Feb. 21	Lab: Bill, Luke, Curtis
Tues. Feb. 26	Lecture #5 – Carolyn “Structure in Games”
Thur. Feb. 28	Lab: Bill, Luke, Curtis
Tues. March 4	Lecture #6 – Carolyn “Gameplay”
Thur. March 6	Team presentations of game ideas
Tues. March 11	Lecture #7 – Carolyn “Interface in Games” [last lecture]
Week of March 17 to 23	Spring break
Tues. March 25	TBD
Thur. March 27	TBD
Tues. April 1	Game analysis paper

[rest of semester TBD]