



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: Game Portfolio
Course Number: SGE230

Required Materials

Textbook(s): None
Required Readings: None
Additional Materials: Flash Drive (16 Gigs or bigger)

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	Introduction and GDD Discussion
Week 2	Game Design Document (GDD) Due
Week 3	StoryBoards
Week 4-5	Marketing Your Game
Week 6	Tools to Help
Week 7	Work on Project
Week 8	Game Project Inspection
Week 9	Plan Revision
Week 10	Work on Project
Week 11	Desktop Icon
Week 12	Work on Project
Week 13	Tips for Getting a job in the Industry
Week 14	Addressing Concerns about your project
Week 15	Last week to ask for help
Week 16	Game Project Due