



Jordan University of Science and Technology
Faculty of Architecture And Design
Design And Visual Communication Department

DV362 Introduction To Computer Games

Second Semester 2023-2024

Course Catalog

3 Credit Hours. This course focuses on modeling and textures, and also presents an overview of art production techniques for 3D games. Using Maya, Photoshop, and other tools, students will learn techniques for concept art, modeling, texturing, and basic character set up that are particular to the game industry. Assignments will give students experience in designing, storyboarding and executing a high quality project, resulting in a few portfolio-worthy examples of computer game art.

Teaching Method: On Campus

Text Book

Title	Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C.
Author(s)	Bond, J. G.
Edition	3rd Edition
Short Name	Ref#1
Other Information	

Instructor

Name	Mr. Emad Hailat
Office Location	-
Office Hours	Sun : 14:30 - 15:30 Mon : 11:30 - 13:00 Tue : 14:30 - 15:00 Wed : 11:30 - 14:30
Email	emhailat5@just.edu.jo

Class Schedule & Room

Section 1:

Lecture Time: Sun, Tue : 08:30 - 11:30

Room: LAB

Section 2:

Lecture Time: Sun, Tue : 11:30 - 14:30

Room: LAB

Prerequisites

Line Number	Course Name	Prerequisite Type
2233610	DV361 Techniques Of 3d Animation Experimental	Prerequisite / Study

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Students will learn to differentiate between various game genres like RPG, FPS, Strategy, etc., and understand their core mechanics, narrative structures, and target audiences.	10%	الاعمال الفصلية, الإمتحان النصفي, الاعمال النهائية
Develop the skills to critically analyze existing games, examining aspects like game mechanics, level design, narrative, and user interface, using frameworks like MDA (Mechanics, Dynamics, and Aesthetics)	20%	الاعمال الفصلية, الإمتحان النصفي, الاعمال النهائية
Students will Learn the importance of game balance and how to achieve it through adjusting game mechanics, resource management, and difficulty scaling to create a fair and engaging player experience.	20%	الاعمال الفصلية, الإمتحان النصفي, الاعمال النهائية
Gain an understanding of the factors that contribute to a positive player experience.	10%	الإمتحان النصفي, الاعمال النهائية
Introduce the fundamentals of Unreal Engine 5, leading game development engine, enabling students to create basic game prototypes and explore the practical application of game design theory.	40%	الإمتحان النصفي, الاعمال النهائية

Relationship to Program Student Outcomes (Out of 100%)

PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

Evaluation

Assessment Tool	Weight
الاعمال الفصلية	25%
الإمتحان النصفي	25%
الاعمال النهائية	50%

