SMU

The Linda and Mitch Hart eCenter
Graduate Programs
Southern Methodist University
2010-2011

# CONTENTS

# ACADEMIC CALENDAR

THE GUILDHALL AT SMU

Fall 2010 Module A

August 16, Monday:      First day of classes

September 6, Monday:      University holiday – Labor Day

October 5–7, Tuesday–Thursday:      Guildhall final exams for cohort 13 for Austin Game Conference

October 7–8, Thursday–Friday:      Guildhall final exams

Fall 2010 Module B

October 18, Monday:      First day of classes

November 25–26, Thursday–Friday:      University holiday – Thanksgiving

December 13–14, Monday–Tuesday:      Guildhall final exams

December 17, Friday:      Guildhall Exhibition

December 18, Saturday:      Guildhall graduation (with University)

Spring 2011 Module A

January 10, Monday:      First day of classes

January 17, Monday:      University holiday – Birthday of Martin Luther King, Jr.

March 3–4, Thursday–Friday:      Guildhall final exams

Spring 2011 Module B

March 21, Monday:      First day of classes

April 22, Friday:      University holiday – Good Friday

May 11–12, Wednesday–Thursday:      Guildhall final exams

Summer 2011 Module A

May 23, Monday:      First day of classes

May 30, Monday:      University holiday – Memorial Day

July 4, Monday:      r9.98                    222.1(4                    Tm-.0FirtRsw)1.6

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square feet divided between two floors, The Guildhall includes eight classrooms, three project studios, labs, 10 group project rooms, and separate faculty and staff offices. The project studios have been designed to simulate an industry studio environment where teams work together to complete projects. The Guildhall at SMU features motion capture capabilities, with a dedicated motion capture lab, and the new ShapeWrap III system. This motion capture system enables students to capture the physical movements of their characters. A dedicated sound recording and video editing studio is also located at The Guildhall. Students use the sound studio to record music and dialog for their game projects. The video editing equipment, with the industry standard HD Avid media video editing suite, is used to edit movies and game trailers. Every student at The Guildhall receives a laptop optimized for game development, supplemented by dedicated computers and servers throughout the building and connected via a gigabit network.

The Guildhall at SMU houses the state-of-the-art THQ Usability Lab, which opened in the summer of 2010. This collaboration between SMU and THQ Inc. provides students and faculty valuable hands-on access to professional video game usability equipment. Students also have access to a lab donated by Intel Corp. that is used for research into multiprocessing and advanced computers graphics used in games.

## SOUTHERN METHODIST UNIVERSITY

As a private, comprehensive university enriched by its United Methodist heritage and its partnership with the Dallas Metroplex, Southern Methodist University seeks to enhance the intellectual, cultural, technical, ethical and social development of a diverse student body. SMU offers undergraduate programs centered on the liberal arts; excellent graduate, professional, and continuing education programs; and abundant opportunities for access to faculty in small classes, research experience, international study, leadership development, and off-campus service and internships, with the goal of preparing students to be contributing citizens and leaders for our state, the nation and the world.

Founded in 1911 by what is now the United Methodist Church, SMU is nonsectarian in its teaching and is committed to the values of academic freedom and open inquiry.

### The Vision of Southern Methodist University

To create and impart knowledge that will shape citizens who contribute to their communities and lead their professions in a global society.

### The Mission of Southern Methodist University

Southern Methodist University will create, expand and impart knowledge

- **Goal one: To enhance the academic quality and stature of the University.**
- **Goal two: To improve teaching and learning.**
- **Goal three: To strengthen scholarly research and creative achievement.**
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# ADMISSION

The Guildhall at SMU seeks to admit students with a strong academic background and the talent potential to become professionals and future leaders in the digital game development industry.

The admission requirements for the Master's degree and certificate programs include general admission requirements along with a portfolio submission specific to the applicant's chosen specialization (art creation, level design or software development). The general admission standards for the Master's degree meet the admission standards for enrollment in a graduate program at SMU.

## ADMISSION REQUIREMENTS

The admission requirements for the Master's degree program include the following:

A baccalaureate degree from a regionally accredited institution of higher learning, with a minimum undergraduate GPA of 3.0 (on a 4.0 scale).

A portfolio consisting of examples that showcase the applicant's aptitude and preparation in their intended field, as well as satisfactory completion of an assignment specific to the applicant's chosen area of specialization. Applicants can receive additional instructions on the portfolio assignment by contacting The Guildhall.

Art creation – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talent. These examples may be digitally based and/or original art executed in traditional media (drawing, charcoal, clay, etc.), showing a variety of subjects and styles.

Level design – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talents (playable levels, role-playing game campaign with supporting materials, playable map, etc.)

Software development – The portfolio will consist of a completed project assignment plus any other examples that showcase the applicant's talents. Code samples in any structured language will be acceptable; however, games are preferred.

An essay describing the applicant's motivation, interests and life experiences as they relate to an interest in pursuing a professional career in digital game development.

Three letters of recommendation.

Test score from an internationally recognized English language test, such as the TOEFL or IELTS English proficiency tests, if the applicant is from a country where the predominant language of instruction is not English.

A score of at least 550 (paper test) or 213 (computer test) is required on the TOEFL for admission consideration.

A score of 6.5 or higher is required on the IELTS for admission consideration.

Admission requirements for the graduate professional certificate program mirror the requirements for the Master's program except for the requirement for a minimum GPA and/or a baccalaureate degree from a regionally accredited institution of higher learning.

## COLLABORATIVE PROGRAMS

The Guildhall at SMU has collaborative programs with the Lyle School's Computer Science and Engineering Department and the Meadows School's Art Division. Under the collaborative programs, students enrolled in the Lyle Computer Science and Engineering Department or the Meadows Art Division can apply to take the first term of the discipline-specific specialization program at The Guildhall during their last term of undergraduate work at SMU. Students must meet with their undergraduate adviser for their specific program requirements. Upon the successful completion of their first term at The Guildhall, along with the successful completion of all other undergraduate requirements to receive the B.S. in computer science or the B.F.A., respectively, students are eligible to apply for admission to the Master of Interactive Technology program at The Guildhall.

Undergraduate students take the following 5000-level courses during their last term of undergraduate coursework and first term of The Guildhall program.

### B.S. in Computer Science/Guildhall M.I.T. Program

*Software Development Specialization*
| | |
|---|---|
| HGAM 5200 | Game Design I |
| HGAM 5201 | Game Studies I |
| HGAM 5202 | Game Studies II |
| HGAM 5221 | Mathematical Methods for Game Physics I |
| HGAM 5222 | Mathematical Methods for Game Physics II |
| HGAM 5292 | Team Game Production I |
| HGAM 5311 | Software Development I |
| HGAM 5312 | Software Development II |

### B.F.A./Guildhall M.I.T. Program

*Art Creation Specialization*
| | |
|---|---|
| HGAM 5200 | Game Design I |
| HGAM 5201 | Game Studies I |
| HGAM 5202 | Game Studies II |
| HGAM 5241 | Drawing I |
| HGAM 5242 | Drawing II |
| HGAM 5292 | Team Game Production I |
| HGAM 5331 | Art Creation I |
| HGAM 5332 | Art Creation II |

*Level Design Specialization*
| | |
|---|---|
| HGAM 5200 | Game Design I |
| HGAM 5201 | Game Studies I |
| HGAM 5202 | Game Studies II |
| HGAM 5261 | Art for Level Design I |
| HGAM 5262 | Programming for Level Design I |
| HGAM 5292 | Team Game Production I |
| HGAM 5351 | Level Design I |
| HGAM 5352 | Level Design II |

## ADMISSION WITH ADVANCED STANDING PROGRAM

Students who have already earned a Certificate in Digital Game Development from The Guildhall may apply for admission with advanced standing into the Master's degree program if they meet all the academic requirements for admission to the degree program. Requirements for admission with advanced standing are as follows:

A four-year baccalaureate or equivalent degree from a regionally accredited college or university.

A minimum cumulative GPA of 3.0 out of 4.0 (*B* average) in undergraduate work.

A minimum cumulative GPA of 3.0 out of 4.0 in graduate work at The Guildhall.

For students not meeting the minimum requirement in their undergraduate work, other factors may be considered, including GRE graduate school entry exam scores, strong employment history, publications and other academic experience. In particular, transcripts indicating successful completion of

# POLICIES AND PROCEDURES

## CONFIDENTIALITY OF EDUCATION RECORDS

The Family Educational Rights and Privacy Act of 1974 is a federal law that grants students the right to inspect, obtain copies of, challenge, and, to a degree, control the release of information contained in their education records. The act and regulations are very lengthy, and for that reason SMU has issued guidelines that are available at the Registrar's Office FERPA website (www.smu.edu/ferpa.) Policy 1.18 of the University Policy Manual, accessible at www.smu.edu/policy, also discusses this law.

## ACADEMIC POLICIES

### Class Participation

Students are expected to complete all assignments and to participate in classroom discussions and activities. Regular and punctual class attendance is required. Any absences should be explained to the instructor in advance if at all possible. The satisfactory explanation of absence may release students from disciplinary action but does not relieve students from responsibility for the work of the course during their absence. Students who miss an announced test or examination with the instructor's prior permission may be given an opportunity to make up the work at the instructor's convenience. The instructor determines in all instances the extent to which absences and tardiness affect each student's grade.

The Guildhall program is highly cross-disciplinary and requires students from the three specializations of art creation, level design and software development to work in teams on several game projects. To ensure the desirable mix of artists, designers and programmers, The Guildhall matriculates students in cohorts (students groups) who progress together through the program in a lockstep manner. As a result, the success of the individual student is inextricably connected to the work ethic and commitments of all the students in a given cohort. Therefore, it is the expectation of The Guildhall at SMU that students participate fully in team projects and be accountable to their team members and cohort peers.

### Course Enrollment

The courses for each cohort are provided to the students approximately six weeks prior to the start of the new term. Guildhall students process their own enrollment transactions from these course selections, including add, drop and swap, on the Web-based Access.SMU. Students are responsible for complying with enrollment procedures and for the accuracy and completeness of their enrollment.

### Honor Code

By becoming members of The Guildhall, students are bound to hold intellectual integrity to the highest standard. Any actions committed by a member of The Guildhall student body in violation of the SMU Honor Code or Code of Ethics degrades the principles underlying the mission of the University and profoundly affects the integrity and reputation of the degrees to be earned, as well as the reputation of the institution. At the core of the SMU Honor Code is the stipulation that the student will not lie, cheat, steal or tolerate those who do. Not reporting

involuntary separation of the student from The Guildhall as a result of failure to meet established minimum acceptable standards of academic or disciplinary performance. The dismissed student is not eligible for readmission to The Guildhall.

### Withdrawal From the Program

Withdrawal means the student's enrollment is cancelled and the student is no longer enrolled for any classes. The student must contact the academic director of The Guildhall and the SMU Registrar's Office in writing to withdraw from The Guildhall. To stop attending class or notifying the instructor does not constitute an official withdrawal. The effective date of the withdrawal is the date the Student Petition for Withdrawal is processed in the Registrar's Office. This date is the date used for credit or refund purposes. When the term withdrawal is complete, a

Requests will be processed through the National Student Clearing House. Telephone and e-mail requests are not accepted. Students or their specified third party can pick up their transcripts at the service counter in the Registrar's Office, 101 Blanton Building. No incomplete or partial transcripts, including only certain courses or grades, are issued. Transcripts cannot be released unless the student has satisfied all financial and other obligations to the University. Transcripts may be delayed pending a change of grade, degree awarded or term grades.

SMU is permitted, but not required, to disclose to parents of a student, information contained in the education records of the student if the student is a dependent as defined in the Internal Revenue Code.

Transcripts may be released to a third party as specified by the student on the Student's Consent for SMU to Release Information to Student's Specified Third Party form accessible at www.smu.edu/registrar/ferpa/forms.asp.

# RIGHT TO KNOW

Southern Methodist University is pleased to provide information regarding academic programs, enrollment, financial aid, public safety, athletics and services for persons with disabilities. The information is available on a conveniently accessible website at smu.edu/srk. Students also may obtain paper copies of this information by contacting the appropriate office listed below. Disclosure of this information is pursuant to requirements of the Higher Education Act and the Campus Security Act. More information is available at www.smu.edu/srk.

1. Academic Programs:     www.smu.edu/srk/academics
   Provost Office, Perkins Administration Building, Room 219
   214-768-3219

   a. Current degree programs and other educational and training programs.

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# PROGRAMS OF STUDY

The Guildhall at SMU, through the Linda and Mitch Hart eCenter, offers a Master of Interactive Technology degree and a graduate Professional Certificate in Digital Game Development with specializations in art creation, level design and software development.

The curriculum at The Guildhall at SMU is divided into three distinct components emphasizing coursework, team game production and directed focus study/thesis work. The coursework includes game studies, game design, major courses, minor courses and special topi

## DEGREE REQUIREMENTS

Cohort 14: Begin Spring 2010; Graduate December 2011
Cohort 15: Begin Fall 2010; Graduate May 2012
Cohort 16: Begin Spring 2011; Graduate December 2012

### *Professional Certificate*

(58 Credit Hours)

Students in the professional certificate program must complete 58 term credit hours. As of spring 2010, students complete the program in nine consecutive modules. The fall and spring terms are divided into two modules each. Only one module is offered in the summer term.

|  |  | *Credit Hours* |
|---|---|---|
| **Module 1** | | |
| ***Art Creation*** | | |
| HGAM 6200 | Game Design I | 2 |
| HGAM 6201 | Game Studies I | 2 |
| HGAM 6241 | Drawing I | 2 |
| HGAM 6331 | Art Creation I | 3 |
| ***Level Design*** | | |
| HGAM 6200 | Game Design I | 2 |
| HGAM 6201 | Game Studies I | 2 |
| HGAM 6262 | Programming for Level Design I | 2 |
| HGAM 6351 | Level Design I | 3 |
| ***Software Development*** | | |
| HGAM 6200 | Game Design I | 2 |
| HGAM 6201 | Game Studies I | 2 |
| HGAM 6221 | Mathematical Methods for Game Physics I | 2 |
| HGAM 6311 | Software Development I | 3 |
| | Module Total | 9 |
| **Module 2** | | |
| ***Art Creation*** | | |
| HGAM 6202 | Game Studies II | 2 |
| HGAM 6242 | Drawing II | 2 |
| HGAM 6292 | Team Game Production I | 2 |
| HGAM 6332 | Art Creation II | 3 |
| ***Level Design*** | | |
| HGAM 6202 | Game Studies II | 2 |
| HGAM 6261 | Art for Level Design I | 2 |
| HGAM 6292 | Team Game Production I | 2 |
| HGAM 6352 | Level Design II | 3 |
| ***Software Development*** | | |
| HGAM 6202 | Game Studies II | 2 |
| HGAM 6222 | Mathematical Methods for Game Physics II | 2 |
| HGAM 6292 | Team Game Production I | 2 |
| HGAM 6312 | Software Development II | 3 |
| | Module Total | 9 |

|  | | *Credit Hours* |
|---|---|---|
| **Module 3** | | |
| ***Art Creation*** | | |
| HGAM 6203 | Game Design II | 2 |
| HGAM 6243 | Drawing III | 2 |
| HGAM 6293 | Team Game Production II | 2 |
| HGAM 6333 | Art Creation III | 3 |
| ***Level Design*** | | |
| HGAM 6203 | Game Design II | 2 |
| HGAM 6263 | Minor Specialization in Level Design | 2 |
| HGAM 6293 | Team Game Production II | 2 |
| HGAM 6353 | Level Design III | 3 |
| ***Software Development*** | | |
| HGAM 6203 | Game Design II | 2 |
| HGAM 6223 | Mathematical Methods for Game Physics III | 2 |
| HGAM 6293 | Team Game Production II | 2 |
| HGAM 6313 | Software Development III | 3 |
| | Module Total | 9 |
| **Module 4** | | |
| ***Art Creation*** | | |
| HGAM 6104 | Game Studies III | 1 |
| HGAM 6244 | Advanced Digital Art | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6334 | Art Creation IV | 3 |
| ***Level Design*** | | |
| HGAM 6104 | Game Studies III | 1 |
| HGAM 6264 | Art and Programming for Level Design | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6354 | Level Design IV | 3 |
| ***Software Development*** | | |
| HGAM 6104 | Game Studies III | 1 |
| HGAM 6224 | Advanced Engine Systems | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6314 | Software Development IV | 3 |
| | Module Total | 8 |
| **Module 5** | | |
| ***Art Creation*** | | |
| HGAM 6205 | Game Design III | 2 |
| HGAM 6235 | Art Creation V | 2 |
| HGAM 6246 | Directed Focus Study I | 2 |
| ***Level Design*** | | |
| HGAM 6205 | Game Design III | 2 |
| HGAM 6255 | Level Design V | 2 |
| HGAM 6266 | Directed Focus Study I | 2 |
| ***Software Development*** | | |
| HGAM 6205 | Game Design III | 2 |
| HGAM 6215 | Software Development V | 2 |
| HGAM 6226 | Directed Focus Study I | 2 |
| | Module Total | 6 |

| *Professional Certificate (cont.)* | | | *Credit Hours* |
|---|---|---|---|
| Module 6 | | | |
| *Art Creation* | | | |
| HGAM 6236 | Art Creation VI | | 2 |
| HGAM 6296 | Team Game Production IV | | 2 |
| *Level Design* | | | |
| HGAM 6256 | Level Design VI | | 2 |
| HGAM 6296 | Team Game Production IV | | 2 |
| *Software Development* | | | |
| HGAM 6216 | Software Development VI | | 2 |
| HGAM 6296 | Team Game Production IV | | 2 |
| | | Module Total | 4 |
| Module 7 | | | |
| *Art Creation* | | | |
| HGAM 6106 | Professional Development | | 1 |
| HGAM 6230 | Special Topics in Art Creation | | 2 |
| HGAM 6297 | Team Game Production V | | 2 |
| *Level Design* | | | |
| HGAM 6106 | Professional Development | | 1 |
| HGAM 6250 | Special Topics in Level Design | | 2 |
| HGAM 6297 | Team Game Production V | | 2 |
| *Software Development* | | | |
| HGAM 6106 | Professional Development | | 1 |
| HGAM 6210 | Special Topics in Software Development | | 2 |
| HGAM 6297 | Team Game Production V | | 2 |
| | | Module Total | 5 |
| Module 8 | | | |
| *Art Creation* | | | |
| HGAM 6100 | Special Topics: Social Sciences (Ethics) | | 1 |
| HGAM 6348 | Directed Focus Study II | | 3 |
| *Level Design* | | | |
| HGAM 6100 | Special Topics: Social Sciences (Ethics) | | 1 |
| HGAM 6368 | Directed Focus Study II | | 3 |
| *Software Development* | | | |
| HGAM 6100 | Special Topics: Social Sciences (Ethics) | | 1 |
| HGAM 6328 | Directed Focus Study II | | 3 |
| | | Module Total | 4 |
| Module 9 | | | |
| *Art Creation* | | | |
| HGAM 6107 | Professional Development II | | 1 |
| HGAM 6349 | Directed Focus Study III | | 3 |
| *Level Design* | | | |
| HGAM 6107 | Professional Development II | | 1 |
| HGAM 6369 | Directed Focus Study III | | 3 |
| *Software Development* | | | |
| HGAM 6107 | Professional Development II | | 1 |
| HGAM 6329 | Directed Focus Study III | | 3 |
| | | Module Total | 4 |
| | | Program Total | 58 |

*Master of Interactive Technology (cont.)*                                          *Credit Hours*

**Level Design**

| HGAM 6203 | Game Design II | 2 |
|---|---|---|
| HGAM 6263 | Minor Specialization in Level Design | 2 |
| HGAM 6293 | Team Game Production II | 2 |
| HGAM 6353 | Level Design III | 3 |

**Software Development**

| HGAM 6203 | Game Design II | 2 |
|---|---|---|
| HGAM 6223 | Mathematical Methods for Game Physics III | 2 |
| HGAM 6293 | Team Game Production II | 2 |
| HGAM 6313 | Software Development III | 3 |

Module Total    9

Module 4

**Art Creation**

| HGAM 6104 | Game Studies III | 1 |
|---|---|---|
| HGAM 6244 | Advanced Digital Art | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6334 | Art Creation IV | 3 |

**Level Design**

| HGAM 6104 | Game Studies III | 1 |
|---|---|---|
| HGAM 6264 | Art and Programming for Level Design | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6354 | Level Design IV | 3 |

**Software Development**

| HGAM 6104 | Game Studies III | 1 |
|---|---|---|
| HGAM 6224 | Advanced Engine Systems | 2 |
| HGAM 6294 | Team Game Production III | 2 |
| HGAM 6314 | Software Development IV | 3 |

Module Total    8

Module 5

**Art Creation**

| HGAM 6205 | Game Design III | 2 |
|---|---|---|
| HGAM 6235 | Art Creation V | 2 |
| HGAM 6246 | Directed Focus Study I | 2 |

**Level Design**

| HGAM 6205 | Game Design III | 2 |
|---|---|---|
| HGAM 6255 | Level Design V | 2 |
| HGAM 6266 | Directed Focus Study I | 2 |

**Software Development**

| HGAM 6205 | Game Design III | 2 |
|---|---|---|
| HGAM 6215 | Software Development V | 2 |
| HGAM 6226 | Directed Focus Study I | 2 |

Module Total    6

Module 6

**Art Creation**

| HGAM 6175 | Master's Thesis I | 1 |
|---|---|---|
| HGAM 6236 | Art Creation VI | 2 |
| HGAM 6296 | Team Game Production IV | 2 |

*Master of Interactive Technology (cont.)*                                    *Credit Hours*

Module 9

### *Art Creation*
| | | |
|---|---|---|
| HGAM 6107 | Professional Development II | 1 |
| HGAM 6277 | Master's Thesis IV | 2 |
| HGAM 6349 | Directed Focus Study III | 3 |

### *Level Design*
| | | |
|---|---|---|
| HGAM 6107 | Professional Development II | 1 |
| HGAM 6277 | Master's Thesis IV | 2 |
| HGAM 6369 | Directed Focus Study III | 3 |

### *Software Development*
| | | |
|---|---|---|
| HGAM 6107 | Professional Development II | 1 |
| HGAM 6277 | Master's Thesis IV | 2 |
| HGAM 6329 | Directed Focus Study III | 3 |

Module Total    6

Program Total    64

# SPECIAL PROGRAMS AND SERVICES

## CAREER DEVELOPMENT

The Guildhall at SMU provides its students with the resources and professional environment they need to achieve their career goals. While attending the program, students receive class instruction from industry-experienced faculty on the preparation of resumes and cover letters, interview techniques, online portfolio creation, negotiation, and testing.

The Guildhall further enhances a student's career outlook by hosting a career event prior to graduation. Studios are invited to attend and conduct interviews with graduating students. Portfolio review sessions are scheduled throughout the year for industry experts to meet with students and provide one-to-one feedback sessions on the student's online portfolio. Graduating students also attend industry conferences with events and networking opportunities.

## SUMMER YOUTH PROGRAM

The Guildhall Academy, a summer camp for children in middle and high school, provides youth with an interactive forum to express their individuality while learning to make a video game. During the two-week session, students learn to add the discipline of art to their use of science, technology, engineering and math to develop a game.

# COURSES

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HGAM 5200. Game Design I. This course explores the fundamentals of video game design and teamwork. It provides a foundational framework and language for game design discust6(I.)5.4(T.c.st provides )-7.5I.1gn

HGAM 5292. Team Game Production I.    This course provides a foundation in the game development process, including planning, pipelines and documentation for game projects, game technology, artificial intelligence and user interface design, and game testing.

HGAM 6107. Professional Development II.             (course added fall 2010) Students in this course continue to develop their career management skills and portfolios under the guidance of faculty. *Prerequisite:* HGAM 6106.

HGAM 6175. Master's Thesis I.             (course name modified fall 2010; formerly MIT Prep) This is the first course in a sequence of four. Students choose their thesis topics and must prepare and submit the thesis review under the oversight of the supervisory committee. The grading basis of this course is ABC. Students must receive the grade of *B-* or better to enroll in HGAM 6176. *Prerequisite:* Admittance in the Master's program.

HGAM 6176. Master's Thesis II.             (course added fall 2010) This is the second course in a sequence of four. Students must successfully prepare and submit a thesis proposal to the supervisory committee. The grading basis of this course is credit/no credit. This course can

HGAM 6221. Mathematical Methods for Game Physics I.                This course provides introduction into fundamental concepts of linear algebra and their application to 3D real-time rendering. In particular, the course covers vectors, vector spaces, matrix math, linear transformation, concept of a basis, and

HGAM 6255. Level Design V   **. (course number modified fall 2010) This course exposes students in the level design specialization to advanced topics important for their professional development, including aesthetics in level design, dramatic lighting, psychology of level design, gameplay principles, set design, and advanced uses of sound. Additional topics are defined by level design experts based on advances in the field.** *Prerequisite:* HGAM 6354.

HGAM 6256. Level Design VI.   **(course number modified spring 2010) This course exposes students in the level design specialization to advanced topics important for their professional development, including advanced architecture, artificial intelligence for memorable moments, scripting for interactivity, texturing, and portfolio development. Additional topics are defined by level design experts based on advances in the field.** *Prerequisite:* HGAM 6255.

HGAM 6261. Art for Level Design I.   **This course provides a foundation in game art for level design, with an emphasis on conceptual and environmental drawing and sketching techniques for game art. Other topics include texturing, history of western art and architecture, technical art for 2D games, basic storyboarding, 2D iconography, and color theory.** *Prerequisite:* HGAM 6262.

HGAM 6262. Programming for Level Design I.   **This course provides a foundation in game programming for level design, with an emphasis on logic, introduction to scripting languages, and technical aspects of asset integration into a game.** *Prerequisite:* Admission to The Guildhall's level design program.

HGAM 6263. Minor Specialization in Level Design (Programming for Level Design II).
**Students learn more advanced use of 3D Studio Max software to create, unwrap, and texture models. They learn to take these models and import them into game industry**

HGAM 6294. Team Game Production III.          This course provides further depth on game development processes and principles, including project leadership, prototyping techniques, and development issues for various styles of games. Students apply advanced game design principles and practices to create a game demo as part of a large project team. *Prerequisite:* HGAM 6293.

HGAM 6333. Art Creation III.          This course provides additional depth on art creation for 3D games, including the development of intermediate-level proficiency for creating 3D art, modeling, texturing, and animating for games. *Prerequisite*: HGAM 6332.

HGAM 6334. Art Creation IV.          This course provides additional depth on art creation for 3D games, including the development of advanced proficiency for motion capture and cinematics. *Prerequisite:* HGAM 6333.

HGAM 6351. Level Design I.          This course provides a foundation in level design and editing for 2D games, including genre analysis, game styles and limitations, audience and game analysis, gameplay principles, character artificial intelligence and scripting, and basic art and architecture for games. Students also develop fundamental-level editing skills for 2D games. The course integrates theories and principles from a variety of disciplines to develop the fundamental proficiency for a level designer. *Prerequisite:* Admission to The Guildhall.

HGAM 6352. Level Design II.          This course provides a foundation in level design for 3D games, including basic 3D gameplay, story and scene development for 3D games, basic 3D character artificial intelligence and scripting, 3D texturing, 3D lighting, using sound, and play testing for basic 3D games. Students also develop basic-level editing skills for 3D games. *Prerequisite:* HGAM 6351.

HGAM 6353. Level Design III.          This course provides additional depth on level design for 3D games, including advanced 3D gameplay, classic architecture for 3D games, advanced 3D lighting, 3D character artificial intelligence and scripting, minimalism, optimization, inspiration, and immersion for 3D games. Students also develop intermediate-level editing skills for 3D games. *Prerequisite:* HGAM 6352.

HGAM 6354. Level Design IV.          This course provides additional depth on level design for 3D games, including advanced classic architecture for 3D games, the science of seeing, play strategies, player interaction, terrain, and line-of-sight determination for 3D games. Students also develop advanced-level editing skills for 3D games. *Prerequisite:* HGAM 6353.

# ADMINISTRATION AND FACULTY

CORPORATE OFFICERS OF THE UNIVERSITY

R. Gerald Turner, *President*
Thomas E. Barry, *Vice President for Executive Affairs*
Chris Casey, *Vice President for Business and Finance*
Brad E. Cheves, *Vice President for Development and External Affairs*
Michael A. Condon, *University Treasurer*
Paul W. Ludden, *Provost and Vice President for Academic Affairs*
Paul J. Ward, *Vice President for Legal Affairs, General Counsel and Secretary*
Lori S. White, *Vice President for Student Affairs*

GUILDHALL ADMINISTRATION

Peter E. Raad, *Executive Director*
Gary Brubaker, *Deputy Director of Academics*
Ron Jenkins, *Deputy Director of Development and External Affairs*

GUILDHALL FACULTY

Gary Brubaker, *Lecturer in Software Development,* M.B.A., SMU
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