

Week	Swain's lab (Tuesday's 2-4 pm)	Lecture (Tuesdays, 7-9 pm)	Tracy's lab (Thursday's 2-4 pm)
1	No class (8/24)	Overview of the Course and Introduction to Game Structures (8/24)	Re-design a simple game system (8/26)
2	Re-design a simple game system (8/31)	Formal Elements of Games: Objectives, Procedures, Systems and Rules (8/31)	Conceptualizing and brainstorming game ideas. (9/2)
3	Conceptualizing and brainstorming game ideas. (9/7)	Dramatic Elements of Games: Metaphor, Characters, Roles, and Story (9/7)	Prototyping game systems. Design Project #1 Assigned: Game variant prototype. (9/9)
4	No class (9/14)	No class (9/14)	No class (9/16)
5	Prototyping game systems. Design Project #1 Assigned: Game variant prototype. (9/21)	Dynamic Elements of Games: Emergence (9/21)	In-Class Playtesting for Design Project #1 (9/23)
6	In-Class Playtesting for Design Project #1 (9/28)	Creating Interesting Choices (9/28)	Designing better choices: variants of Design Project #1 (9/30)
7	Designing better choices: variants of Design Project #1 (10/5)	Social Play (10/5)	Designing for social play: variants of Design Project #1 (10/7)
8	Designing for social play: variants of Design Project #1 (10/12)	Managing Resources (10/12)	Play and analyze Settlers of Catan (10/14)
9	Play and analyze Settlers of Catan (10/19)	Puzzle Games (10/19)	Designing levels for a puzzle game (10/21)
10	Designing levels for a puzzle game (10/26)	Narrative Play (10/26)	Designing levels for a strategy game (10/28)
11	Designing levels for a strategy game (11/2)	Role-Playing Games (11/2)	Designing levels for a role playing game (11/4)
12	Designing levels for a role playing game (11/9)	Online Communities/Design Project #2 Assigned: Original game prototype. (11/9)	Avatars Online documentary (or Gamers documentary) (11/11)
13	Avatars Online documentary (or Gamers documentary) (11/16)	Concept through Delivery: Stages of Development (11/16)	In-Class Playtesting for Design Project #2 (11/18)
14	In-Class Playtesting for Design Project #2 (11/23)	Business of Games (11/23)	No class (11/25)
15	In-Class Playtesting for Design Project #2 (11/30)	Guest Speaker, Quiz #3 & Course Wrap-up (11/30)	In-Class Playtesting for Design Project #2 (12/2)