

PROJECT STUDIO – GAME DESIGN & PRODUCTION

LMC 6650, Fall 2026 Syllabus

GEORGIA INSTITUTE of TECHNOLOGY School of LITERATURE, MEDIA, & COMMUNICATION

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Special Features

Catalog Course Description

This course offers students the opportunity to work on focused research within existing long-term projects of the New Media (NM) Center.

Expanded Course Description

Video games are increasingly popular pieces of interactive media well known for their combination of narrative, artistic expression, music, and design. However, the design processes and in particular the cultivation of good practices for production are less well understood, both academically and even professionally. This course encourages students to actively engage with game design and development through the prototyping, design, development, and dissemination of a video game project. The course is split into three major sections that focus on: 1) critical cultural readings of video games found within independent game design, 2) tools-based game design approaches, and 3) the step-by-step design process of a video game from conception to public release. Students will be given the opportunity to engage with existing scholarship in the fields of game studies and game design while also actively engaging in the development of a major project.

Course Texts & Software Tools

Course texts and software will be variable based on individual and class needs. Every effort will be made to utilize texts and software that are freely accessible to students. This includes text available through the Georgia Tech library and the use of freeware.

Learning Objectives

Upon completion of this course students can expect to:

- 1) Gain practical experience in game design with a variety of tools. This includes the development of a game project taking the form of a playable proof of concept, prototype, vertical slice, or demo that is suitable as a portfolio piece.
- 2) Have a better understanding of key topics in game studies and game design. Specifically in the topics of game design, games and narrative, game analysis, games as art, games and emotional representation, etc.
- 3) Learn effective strategies for the dissemination of games including the development of storefront pages and social media advertising campaigns.

Graded Assessments

<i>Assignment</i>	<i>Due Date</i>	<i>% of grade</i>
Project Proposal	Week 3	20%
Project Alpha (mid-term)	Week 9	30%
Project Beta (final)	Week 16	50%

ALL ASSIGNMENTS MUST BE COMPLETED IN ORDER TO RECEIVE A PASSING GRADE IN THIS COURSE.

Assignment Guidelines:

Each assignment will receive a separate outline and grading sheet to be provided via CANVAS and discussed during class time.

Late Assignment Policy:

I do not accept late work unless prior arrangements have been made directly with me given extenuating circumstances.

Grade Scale:

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

According to policy, grades at Georgia Tech are interpreted as follows:

A	Excellent (4 quality points per credit hour)
B	Good (3 quality points per credit hour)
C	Satisfactory (2 quality points per credit hour)
D	Passing (1 quality point per credit hour)
F	Failure (0 quality points per credit hour)

General Policies

Email Policy

I am available via email at andy.phelps@gatech.edu. I answer my email as frequently as possible but, generally, please allow 24 hours for weekday messages and 48 hours for weekends. Multiple messages regarding the same request will not speed up these turn around times.

Academic Integrity Statement

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, which will investigate the incident and identify the appropriate penalty for violations.

This course adheres to Georgia Tech's Academic Honor Code.

Additional Information can be found here: <https://policylibrary.gatech.edu/student-life/academic-honor-code>

Use of AI Tools Statement

This course is meant in part to improve and evaluate your writing ability. For this reason, for the purposes of this class, any student found to have used AI technologies or programs (e.g. Chat GPT) to compose part or all of any submitted work will face the same penalties as a student who submits plagiarized work (i.e. a failing grade in the course).

That said, we may explore the use of generative-AI tools within the projection process (i.e. not for writing and analysis, but for things like code generation, mock-up artwork, stand-in assets, etc.) This will be discussed in class and your adherence to this policy, and our collective exploration, is expected.

ADAPTS Statement

The Office of Disability Services collaborates with students, faculty, and staff to create a campus environment that is usable, equitable, sustainable, and inclusive of all members of the Georgia Tech community.

Disability is an aspect of diversity integral to society and Georgia Tech. If students encounter academic, physical, technological, or other barriers on campus, the Disability Services team collaborates with the student to find creative solutions and reasonable accommodation.

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at 404.894.2563 or their website, as soon as possible, to discuss your needs and to obtain an accommodations letter. Then, make an

appointment with me as soon as possible to discuss your learning needs.

Additional Information can be found here: <https://disabilityservices.gatech.edu/>

Communication Center

Students are encouraged to make use of the services offered at the Naugle CommLab located at Clough Commons 447.

Additional Information can be found here:

<https://www.communicationcenter.gatech.edu/>

