RTD 389-003 WRITING FOR GAME PRODUCTION

COURSE NUMBER: RTD 389-003  CREDIT HOURS: 3.0
SEMESTER/YEAR:  SPRING 2015  CLASS LOCATION: COMMUNICATIONS 1205
CLASS MEETING DAYS: TUE & THUR  CLASS MEETING TIME: 9:35 - 10:50 AM
INSTRUCTOR:  Reid Perkins-Buzo  OFFICE HOURS: 1:00 PM - 4:00 PM MON & TUE
COURSE TA OR COORDINATOR: None  COURSE WEBSITE: https://online.siu.edu/


OPTIONAL RESOURCES:

PURPOSE OF COURSE: This course teaches the understanding and performance of the variety of writing skills involved in the creation and development of digital media. Good writing skills are essential to the pursuit of all interactive media and well-written project documents greatly aid in the success of a digital media project. The skills learned will be useful in pursuing a career in many new media industries, including the game industry.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will:

1. Understand the approaches and techniques for generating high-quality writing in the planning and production of digital media projects.
2. Understand the blend between development, planning, technical and creative writing methods in the production of digital media.
3. Creatively imagine a digital media project and write the documents to support the development and production of the project including proposal, pitch, technical documentation and a design or creative document.

Disclaimer: This syllabus represents the instructor’s current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.