

Game Development Club

Instructor: Meghan R. Hamilton

Phone Number: 812-826-3233

Email: hamilmer@iu.edu

Class Meets: 3 PM EST on Sunday.

Club Objectives

The game developers will learn about game development, make two games and present them at the end of the semester. Video games are NOT a priority of this club.

Club Description

Each club meeting will start with me talking about game development. Later in the semester, there will be guest speakers. Afterwards, the game developers will work on a game in a team. While it is not necessary, additional work outside of the club is recommended. There will be a provided notebook with built in assignments for various weeks, guided notes, and room for sketching, idea jotting, and note taking.

The game developers will be creating two games. There will be a presentation in formal dress attire after each game. The first is a practice presentation. Please do not attend the practice presentation. On **November 14th**, there will be a **Final Presentation**. Friends and family are encouraged to attend. Everyone in attendance will be expected to treat the presentation of the game developers' work with respect and the participants with dignity.

Supplies

An electronic device is NOT necessary. Some supplies will be provided including notebooks for homework, paper, and writing utensils. The game developers may want additional supplies such as cards, paint or poster boards. If additional supplies, or the required formal clothing for presentations, are a burden please reach out to me for guidance to community resources or more limited direct assistance.

Club Schedule

Introduction to Class

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
1. August 15th, 2026	Game Development	Game Observations

Game 1

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
2. August 22nd, 2026	Brainstorming	What is your game?
3. August 29th, 2026	Game Mechanics and Prototyping	How does your game work?
4. September 5th, 2026	Play Testing: Game 1	What did you learn?
5. September 12th, 2026	Rules and Tutorials	What are your game's rules?
6. September 19th, 2026	The Visuals: Art and Aesthetic	What is your game's art?

Practice Presentation

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
7. September 26th, 2026	Trailers, Demos, and Presentations	Presentation preparation
8. October 3rd, 2026	Practice Presentation	What did you learn?

Game 2

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
9. October 10th, 2026	Game Documents and Teams	What is your game like?
10. October 17th, 2026	Guest Speaker: TBD	How is your game played?
11. October 24th, 2026	Guest Speaker: TBD	Playtesting preparation
12. October 31st, 2026	Play Testing: Game 2	What did you learn?
13. November 7th, 2026	Guest Speaker: TBD	Presentation preparation

Final Presentation

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
14. November 14th, 2026	Final Presentation	What did you learn?

Review of the Semester

<i>Date</i>	<i>Topic</i>	<i>Homework</i>
15. November 21st, 2026	Feedback	<u>Holiday Break!!</u>

This syllabus is subject to change. For most up to date information please check:

<https://docs.google.com/document/d/18vwwxh-A7F6IGpGn7yWwWEtNfLuhE5G30xZRh5xRD9k>

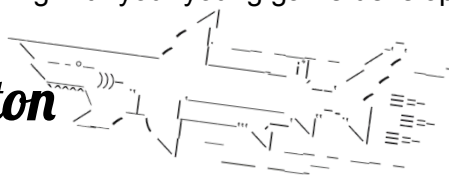
Note for Legal Guardians and Parents:

The Final Presentation on **November 14th** will be the cumulation of all your game developers' work and is open for friends and family to attend.

I am looking forward to working with your young game developers.

Sincerely,

Meghan Hamilton



Additional Information

What will the topic of the lectures be like?

In the original google document, each week's topic contains a link to the power point. The power point presentations may be changed at any time. If you have any questions or concerns, feel free to contact me.

What is project based learning?

Project based learning is a type of active learning where a game developers works on a project as part of their curriculum. The instructor will provide resources, feedback, and guidance. The game developers though will be making a real project that works. Game developers in this club will complete and **present two games on November 14th**. There will be a practice presentation earlier for just the club members. **Friends and family are encouraged to attend the final presentation.**

When it comes to game development, there is never a singular "right" answer to problem. By encountering the difficulties and problems only real world applications have, the game developer will learn to determine a solution anyways and then implement the solution. The game developer will develop critical thinking skills, deep content knowledge and build resilience in face of challenges.

By guiding and supporting the game developers through their own personal project, the game developer will learn how to think and solve problems on their own. Project based learning can even help with time management as the game developer controls how and what they schedule their time on. The game developer also gains a sense of ownership and accomplishment after completing their project.

What is your AI policy?

No generative AI is to be used for this club. Generative AI includes ChatGPT, Copilot, Gemini and Apple Intelligence, but is not limited to these. Every step of the game development process is a possible learning activity. AI usage has been shown to harm the amount of information gained and retained.

Additionally, learning is a rewarding experience because it's a challenge. The satisfaction of the effort-reward cycle is a huge part of learning in clubs and project completion.

This club is all about learning and overcoming challenges. AI tools have been found to harm the effort-reward learning cycle.

Generative AI often provides quick information without providing the hows and why behind it. The hows and whys are the most important thing to learn when it comes to game development and many other subjects. Due to these reasons, no generative AI will be allowed for any part of this club.

Some links have been listed for legal guardians' perusal below:

- <https://pmc.ncbi.nlm.nih.gov/articles/PMC12333830/>
- <https://today.usc.edu/ai-is-changing-how-students-learn-or-avoid-learning/>
- <https://lib.guides.umd.edu/AI/what-AI-gets-wrong>

Additional Learning Resources

These are not required to be read before or during the semester. They may be of interest and so have been provided. Similar content can be easily found online.

Books

- *Game On!* Written by Maria Le, Illustrated by Clarice Elliott
 - A children's book showing games from around the world such as cricket, mancala, and hopscotch

Websites

- *Egypt's 58 Holes, the Ancient Board Game Called Hounds and Jackals: Playing Chutes and Ladders 4,000 Years Ago* By K. Kris Hirst
 - An article, though intended for adults is rather short, about one of the oldest board games in the world

Videos

- *Board Game Designer Interviews* by Gaming Indoors
 - A series of interviews with different game designers on various topics important to game development

Documentaries

- *Nottingham Games Documentary* from ChalleNGe Nottingham
 - A very short documentary on research that was performed in part by children on outside play and games