

**JAMESTOWN COMMUNITY COLLEGE**  
**State University of New York**

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**INSTITUTIONAL COURSE SYLLABUS**

**Course Title:** Introduction to Game Writing

**Course Abbreviation and Number:** ENG 7010

**Credit Hours:** 3

**Course Type:** Lecture

**Course Description:** Students will develop skills relevant to game writing, including world building and storytelling. Students will learn how factors like audience, player autonomy, and game design affect and influence various types of game writing. Students will learn about these various types of game writing through a genre-studies approach, where students will study the genre itself through analysis of a range of samples. Students will also work individually and collaboratively to produce samples in the genres that they analyze.

**Eligibility:** ENG 1510 without supports or Corequisite: ENG 1510 with supports.

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**Student Learning Outcomes:**

Students who demonstrate understanding can:

1. Appreciate the relationship between game writing, game design, and player experience in game development.
  2. Apply genre analysis to a range of game types to determine what is required of a successful sample in that genre, with attention paid to game writing that is both visible and invisible to the player.
  3. Understand story development and world building, as well as their relationship to gameplay purpose, type, distribution platform/medium, and audience.
  4. Work individually and collaboratively to create game writing samples, identify challenges in story development, and propose thoughtful and nuanced solutions to those challenges.
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**Topics Covered:**

- Introduction of game-writing terminology and theory
  - Genre analysis of multiple game-writing genres
  - Card/dice games
  - Table-top games
  - Video games
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**Information for Students**

Expectations of Students

- [Civility Statement](#)
- [Student Responsibility Statement](#)
- [Academic Integrity Statement](#)

• [Accessibility Services](#)

Students who require accommodations to complete the requirements and expectations of this course because of a disability must make their accommodation requests to the Accessibility Services Coordinator.

- [Get Help: JCC & Community Resources](#)
- [Emergency Closing Procedures](#)

- Course grade is determined by the instructor based on a combination of factors, including but not limited to, homework, quizzes, exams, projects, and participation. Final course grade can be translated into a grade point value according to the following:

A=4.0	B+=3.5	B=3	C+=2.5	C=2	D+=1.5	D=1	F=0
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- Veterans and active duty military personnel with special circumstances (e.g., upcoming deployments, drill requirements, VA appointments) are welcome and encouraged to communicate these to the instructor.
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**Effective Date:** Fall 2025