

CMPS 495 & ENGL 499/599: COLLABORATIVE VIDEO GAME DESIGN



This combination English and Computer Science course invites students to form teams and engage in the collaborative design, production, and online publication of an original content mod featuring a new location and quests for *Fallout 4*.

We will learn to use *The Creation Kit*, an official software tool offered by the games' original developers, as well as other software and hardware useful in the production of high-quality game assets (sounds, voices, textures, etc.). We will also learn about effective digital storytelling by way of digital humanities scholarship and creative writing.

By designing new content for an existing game, we will consider the rhetorical affordances of the game's setting (a post-apocalyptic Earth) analyze our potential audience (particularly the game's existing fanbase), and draw upon digital humanities scholarship to compose impactful stories focused on themes of postcolonialism.

Weekly written progress reports will ensure clear communication between student group members and the instructor. Team building activities and workshops in professionalism will encourage strong collegiality and respect among students across disciplines.