

# 2018-19 Game Design Syllabus

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## Course Overview

### Video Game Design/Digital Computer Animation for Game Design OSPI CIP Code 110803

A course that focuses on the software, hardware, and mathematical tools used to represent, display, and manipulate topological, two and three-dimensional objects on a video screen and prepares individuals to function as computer graphics/video game development specialists. Includes instruction in graphics software and systems; computer programming; digital multimedia; graphic design, video game design and development; graphics devices, processors, and standards; attributes and transformations; projections; surface identification and rendering; color theory; algebra; geometry; trigonometry and introduction to various mathematical concepts related to interactive computer and computer graphic-based applications.

**Course Objectives and Units:** While students are learning in this course, they will be learning two distinct but related languages.

1. One is the language of **game analysis**, which will begin with analysis of individual games and build into understanding institutional, sociological, historical, and theoretical topics related to game design.
  - ***THIS GAME IS IMPORTANT (TO ME) BECAUSE . . .***
2. One is **game design language** itself and particularly those skills needed by the programmer, level designer, animator, artist, producer, sound designer.
  - ***LOOK AT WHAT IS IMPORTANT (TO ME) . . .***

## Overview of Class Units

<b>Year 1 Units</b>	<b>Hours</b>
Unit 0: Career Essentials	30
Unit 1: Introduction to Game Design	10
Unit 2: Critical Thinking in Game Design	10
Unit 3: Game Design Theory	10
Unit 4: Story and Game Creation	15
Unit 5: System Dynamics and Scripting Fundamentals	20
Unit 6: Game Development Tools, Functions, and Properties	10
Unit 7: Interfaces, Environments, Asset Management, and Animation	25
Unit 8: Physics and the Build Process	20
Unit 15: Pre-production (Year 1)	5
Unit 16: Production (Year 1)	20
Unit 17: Post-production (Year 1)	5
<b>YEAR ONE TOTAL</b>	<b>180</b>

<b>Year 2 Units</b>	<b>Hours</b>
Unit 9: Constructs of Game Design	15
Unit 10: Principles of Cameras and Lighting in Game Environments	25
Unit 11: Principles of Sound and Audio for Gamers	15
Unit 12: Strategic Game Development Techniques and Concepts	15
Unit 13: Principles of Quality & Functionality Assurance in Game Development	10
Unit 14: Principles of Versioning and Game Release	20
Unit 15: Pre-production (Year 2)	20
Unit 16: Production (Year 2)	40
Unit 17: Post-production (Year 2)	20
<b>YEAR TWO TOTAL</b>	<b>180</b>

## Grade Scale: 4 Point Standards-based

Level	Letter	Skyward High %	Skyward Low %	Descriptor
4	A	100.00%	92.50%	Advanced. Consistently exceeds proficient level of standard(s).
3.5	A-	92.49%	86.67%	Proficient but partial success at advanced level.
	B+	86.66%	80.84%	
3	B	80.83%	75.00%	Proficient. Consistently (usually) meets standard(s).
2.5	B-	74.99%	66.67%	Basic but partial success at proficient level.
	C+	66.66%	58.34%	
2	C	58.33%	50.00%	Basic. Inconsistently (occasionally) meets standard(s).
<b>REDO</b>				

**Professionalism:** 21st Century skills are embedded in each project

**Skills:** The units of study are followed by a final, culminating, critically important component, referred to as the “capstone project.” The Capstone Project provides each learner the ability to apply all they have learned towards the creation of a unique interactive application or video game.

**Redo Policy:** Can improve or redo 4 point projects up to two weeks before the end of the term

**Homework Policy:** Learning extensions will be offered, but not required

**Food & Drink:** Not allowed in the room, loss of leadership/professionalism points with infractions

**Leadership:** Preparation for various SkillsUSA PDP exercises and regional contests

## Additional Policies and Course Requirements

### Expectations & Policies – Student Handbook

Students are expected to review and follow the school rules, procedures, and processes outlined in the Student Handbook. This course follows the Capital High School and Olympia School District policies. Rules will not be reprinted in this syllabus.

### Cheating/Plagiarism

Students are expected to do their own work. Cheating and Plagiarism (presenting another writer’s work as one’s own) will not be tolerated. Loss of credit will result and infractions will be recorded in academic record.

### Electronic Equipment

Personal electronic devices, including but not limited to, cell phones, iPods, PSP’s, mp3 players, can be a disruption to the educational process and are not permitted in class, unless instructor approves devices for class-related activities. Class follows school policy.

**Dress Code/Uniform Requirement in Addition to Student Handbook:** None

**Safety Policy:** Students will participate in safe online and listening activities. Students and parents will sign and follow the class social media contract, [capitalcomtech.info/2017/02/14/contract-information/](http://capitalcomtech.info/2017/02/14/contract-information/)

# Please Sign and Return to Instructor

I have read, understand, and agree to the class rules, grading and expectations outlined in this syllabus.

\_\_\_\_\_  
Student Name (Printed)                      Student Signature                      Date

\_\_\_\_\_  
Parent/Guardian Signature                      Date

Communication between parents and staff is extremely important for student success. Please complete the information below and indicate which type of contact you prefer.

Parent Cell # \_\_\_\_\_ Student Cell# \_\_\_\_\_

Parent Email \_\_\_\_\_

Student Email \_\_\_\_\_