

## Game Design Syllabus

Course Name	Game Design
Instructor	Ms Porter
Site	<a href="http://MsPorter.yolasite.com">http://MsPorter.yolasite.com</a>
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Room	302

### Supplies

1. (1) USB Flash drive (512 MB minimum) \*\*\*Strongly recommended.

### Pre-requisites

Web Design I  
Integrated Technology

### Course description

This course will introduce students to the basic skills necessary for game design. They will study the various games in the industry and analyze their approach in terms design and development. The student will explore the processes and art of making game elements like story, levels, sound, user interfaces, and levels. This analysis will include an orientation to the gaming market and innovative techniques' impact on it. Finally, the student will merge all these elements into a functional prototype showing their understanding of the game design process.

### Google Account

In order to access the class website you will need to sign up with Google using a valid email address. Parent permission is required before signing up with Google. Please sign and return the bottom portion of this syllabus with signatures complete and valid email address.

### Blog

A game blog "GameLog" will be created for writing about computer game play sessions and "Do Now's". Parent permission is required before signing up with Google. Please sign and return the bottom portion of this syllabus with signatures.

### Course Objectives

After completing the course, students will be able to:

- Explain the different types of games
- Build analytical thinking towards usage of game elements
- Develop game play innovation principles
- Express ideas clearly in writing
- Integrate storytelling and game play elements
- Develop a visually appealing user interface
- Design sound for ambience and to announce special events in a game

- Create fictional realities in games
- Portray an idea in an industry-acceptable manager
- Interpret and apply data from original game design documents
- Build the aesthetics of interactive systems

### **Course Standards**

#### National Educational Technology Standards for Students

1. Basic operations and concepts
2. Social, ethical, and human issues
3. Technology productivity tools
4. Technology communication tools
5. Technology research tools
6. Technology problem-solving and decision-making tools

#### Expectations for Students

- Keep up with all online lessons and maintain a Game Log online.
- Complete and turn in all coursework
- Ask for help when you need assistance
- All assignments will have an assigned deadline.
- Game play during class is only allowed upon teacher discretion.
- Students are expected to do their own work on assigned individual exercises
- Students are expected to participate in class sessions
- Students are expected to keep up with their work to prove if necessary a grade dispute.
- Every Wednesday and Friday of each week GameLogs are to be submitted!!!
- **Blogs are to be used for classroom purposes only!!!!!!**
- **Do Now's are to be submitted in your blog no later than 10 minutes past class start time. Time stamps will be used. No late Do Now's will be accepted.**
- Grades will be based in rubric format. Respect peers, instructors and yourself
- Follow the Acceptable Use Policy
- Use all equipment properly, safely, and as directed by your instructor

#### **Test and exercise point values:**

Division	Exercise	Points	Points Earned
Weekly Assignment(s)	Assignments 1-15	1500 -100 per	
Multi-game analysis Essay	3 essays	200 points per	
Bi-Weekly GameLogs	Blog (30 @ 100 w.p.b.)	800 – 50 points per	
Do Now's	Daily 80	400 - 5 points per	

**Total Points = 2900**

**Disclaimer:** This syllabus can be modified at any time due to teacher discretion. If circumstances require a modification to this course outline, you will be notified.

### **Attendance policy**

Students are expected to attend classes regularly and on time and are responsible for giving explanations/rationale for absences and lateness directly to the instructor for in which they are enrolled. In cases where student absences are the result of emergency circumstances (e.g., death in the family, a student's serious injury or incapacitating illness), for which students are unable to make immediate contact with faculty, the student responsible for verifying the emergency circumstances to the instructor and for discussing arrangements with the instructor for completion of course work requirements. Students are to attend **ALL** class meetings on time and for the entire length of the meetings.

### **Internet Policy**

Students are expected to follow the AUP (Acceptable Use Policy) of Conner Creek Academy. Those students who are in violation will be subject to disciplinary action. When utilizing the classroom website, all content that is submitted electronically must be appropriate in nature. Facebook and other social networking sites are not tolerated under any circumstances. Students using the classroom website chat room is specifically for **classroom purposes only**. Those in violation will forgo privileges to use the site. GameLogs and Google email are to be used for classroom purposes only. Students are not to use the site for any outside communication, transferal of files (pictures, music, documents, etc...) unless previously approved by the instructor. Email address are necessary to gain access to the site. Ensure that all email address are school appropriate, no exception.

### **Academic and Classroom Misconduct**

**This course has a zero tolerance policy for disruptive conduct in the classroom. Students whose behavior disrupts the classroom will be subject to disciplinary sanctions.**

The instructor has primary responsibility for control over classroom behavior and maintenance of academic integrity. He/she can order temporary removal or exclusion from the classroom of any student engaged in disruptive conduct or conduct that violates the general rules and regulations of the school's behavior in the classroom may be defined as, but is not limited to, behavior that obstructs or disrupts the learning environment (e.g., offensive language, harassment of students and professors, repeated outbursts from a student which disrupt the flow of instruction or prevent concentration on the subject taught, failure to cooperate in maintaining classroom decorum, etc.), the continued use of any electronic or other noise or light emitting device which disturbs others (e.g., disturbing noises from beepers, cell phones, palm pilots, lap-top computers, games, etc.)

### **Academic Dishonesty (Honor Code)**

Any form of academic dishonesty, cheating, plagiarizing, or other academic misconduct is prohibited. "Plagiarism may result from: (1) failing to cite quotations and borrowed ideas, (2) failing to enclose borrowed language in quotation marks, and (3) failing to put summaries and paraphrases in your own words" (A Writer's Reference 331). Academic dishonesty may be defined as, but is not limited to, intentionally trying to deceive by claiming credit for the work of another person, using information from a web page or source without citing the reference, fraudulently using someone else's work on an exam, paper, or assignment, recycling your own work from another course, purchasing papers or materials from another source and presenting them as your own, attempting to obtain exams/materials/assignments in advance of the date of administration by the instructor, impersonating someone else in a testing situation, providing confidential test information to someone else, submitting the same assignment in two different classes without requesting both instructor's permission, allowing someone else to copy or use your work, using someone else's work to complete your own, altering documents, transcripts or grades, and forging a faculty/staff member's signature.

**In addition to other possible disciplinary sanctions that may be imposed through regular school procedures as a result of academic dishonesty the instructor has the authority to assign an "F" or a "Zero" for the exercise, paper, or examination or to assign an "F" for the course.**

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# **Game Design Course Agreement**

