



Game Design: Animation and Simulation



SYLLABUS

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Course Description

Game Design is the level III class of the IT pathway offered at Pickens High School. This class is geared for intermediate programming and visualization in virtual 2D and 3D environments. Students will be exposed to a variety of programming languages but the primary focus will be in learning the Unity game engine. Several individual and small group projects will take place through the semester and by the end of this course the students should have a strong grasp of the thought, implementation, and design processes of the gaming industry. There are hundreds of local software companies in Georgia and allowing our students the opportunity to learn about them is an exciting thing. After all, software applications are the future!

Methods of Instructional Learning

| Published Materials | Instructional Supplies |
|---|---|
| Handouts | Headphones (Full headsets, earbuds, etc.) |
| Online modules and online textbook (In class) | Pen or pencil and paper |

Future Business Leaders of America (FBLA)

FBLA is a co-curricular student organization in Business and Computer Science that promotes leadership, career planning, community service, and employability skills. FBLA prepares students for “real world” professional experiences as well as networking opportunities.

FBLA also provides learning experiences outside of the classroom.. Opportunities for scholarships, leadership training, and travel are just a few of the many benefits of FBLA.

Membership is strongly encouraged for all students enrolled in a business course.

Technology Education Grading Policy

| | | | |
|-------------|------|------------------------------------|------|
| Summative = | 60 % | Semester classwork total average = | 80% |
| Formative = | 40 % | Final Exam total average = | 20% |
| | | Total Average Semester Grade = | 100% |

Attendance and Make-up Work

Please see Code of Conduct for attendance and make-up work policy.

Final Exam Exemption Policy

To be offered the opportunity to exempt a final exam, a student must:

- Have zero absences for the entire semester in that class and a semester average for that class of at least 80%
- Have not more than one absence for the entire semester in that class and a semester average for that class of at least 85%.
- Have not more than two absences for the entire semester in that class and a semester average for that class of at least 90%.
- Have not more than three absences for the entire semester in that class and a semester average for that class of at least 95%.
- Be free and clear of all fines, charges, etc.

NOTE: Being suspended from school, assigned to ISS, having corporal punishment or having more than five tardies and/or early checkouts or a combination of both in any class during the semester makes a student ineligible for exemption. **Also, this exemption policy does not relate to End Of Course exams. Those are always mandatory.**

Tardy Policy

Students are expected to be in the classroom when the bell rings. Students who are tardy will be sent to the office to receive a tardy slip before being allowed to enter the classroom.

Computer, Internet Usage, and Plagiarism Protocol

This course is taught in a computer lab. Computers will be used on a regular basis to complete assignments and enhance student learning. Additionally, they must comply with lab rules at all times while using the computers. See the attached lab rules for details.

Plagiarized work must be resubmitted. For the first offense a student may rewrite an assignment for a grade no higher than a 70. Each offense after, they will receive a 0 with no rewrite.

Students are expected to complete work **while in class**. Points will be deducted 10 points daily for students who are present and submit work after the assignment is due. Students who have an **EXCUSED ABSENCE** will have 3 extra days to complete their assignments.

Content/Standards

IT-GDAS-1 Demonstrate employability skills required by business and industry

IT-GDAS-2 Demonstrate conceptual understanding of the game design process

IT-GDAS-3 Apply complex and abstract thinking to programming and scripting.

IT-GDAS-4 Analyze and synthesize the relationship of mathematics to game design.

IT-GDAS-5 Construct two-dimensional models using concepts of physics.

IT-GDAS-6 Develop three-dimensional models, backgrounds, and scenes.

IT-GDAS-7 Analyze 2D/3D character animation and character controls.

IT-GDAS-8 Explain how to create an Augmented Reality experience.

IT-GDAS-9 Design an augmented reality experience into a location-based game.

IT-GDAS-10 Design and develop a game in teams.

IT-GDAS-11 Deploy a student-team created game for beta testing.

IT-GDAS-12 Examine how related student organizations are integral parts of career and technology education courses through leadership development, school and community service projects and competitive events

Guidelines & Expectations for Academic Success

1. Complete daily class assignments and turn in on time.
2. Participate in classroom discussions and ask questions.
3. Problem solve and accept challenges to improve yourself.
4. Participate constructively as a team member.
5. Students are expected to create their own work.
6. If student needs additional time to completed assignments and projects, arrangements should be made to come in before or after school to complete class work.
7. **READ COMPUTER LAB RULES CAREFULLY AND HAVE PARENT OR GUARDIAN SIGN AND RETURN TO SCHOOL BY January 12, 2018.**

PICKENS COUNTY NON-DISCRIMINATION POLICY

Federal law prohibits discrimination on the basis of race, color, or national origin (Title VI of the Civil Rights Act of 1964); sex (Title IX of the Educational Amendments of 1972 and the Perkins Act of 1998); or disability (Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990) in educational programs or activities receiving federal financial assistance. Students, parents, employees, and the general public are hereby notified that the Pickens County Board of Education does not discriminate in any educational programs or activities or in employment policies