DIGITAL VIDEO GAME DEVELOPMENT

Teacher Name: Bill McIlwain   Teacher E-mail: wemcilwain@madisoncity.k12.al.us

Course Description:

Digital Video Game Development is a course that provides students with experiences and instruction in applying the fundamental skills and techniques in game development. Designed to introduce students to the elements and structure of game programming and design. The areas of major emphasis in the course are game methodology, programming, game genres, game theory, 2D interactive experiences and immersive environments. Students will identify the professional process of game design; articulate the role of a game designer, apply the elements of game design when modifying an existing game, and develop and refine a game prototype using an iterative process. Students will apply both creative and technical skills into design and refine in addition to implementing the adventure. The appropriate use of technology is an integral part of this course.

Course Objectives:

Students will be able to describe, analyze, and/or critique games with a consistent vocabulary; design, develop and playtest games; understand the formal systems of games; communicate game designs through pitch, prototype, demonstrations and presentations.

Classroom Expectations:

You are expected to conduct yourself in a respectful and productive manner. In addition to all the rules and expectations listed in the student handbook, I expect you to have a positive attitude, treat others with respect, practice self-discipline, and demonstrate responsibility. If these conditions are not met, you can expect one-on-one meetings with me, parent/instructor conferencing, and administrative action, if necessary.

Concerning the use of cell phones and other electronic devices:
Devices should be on silent and kept in your purse, backpack, or pocket during class unless otherwise instructed. You may not place it on your desk. Parents, guardians, and other family members should call the front office in case of emergency.
If you violate this rule, you can expect the following consequences:
● *First offense* – The phone or device will be placed in a phone chart at the front of the room. You may pick it up at the end of class.
● *Second offense* – The phone or device will again be placed in a phone chart at the front of the room until the end of class and a parent/guardian will be notified.
● *Third offense* – This is defiance and I will notify an administrator.

Grading Policy:

Major assessments will count 70 percent of your grade. Homework and classwork will account for 30 percent of your grade. Grades will be updated weekly in PowerSchools. Each grading period will consist of nine weeks.

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Make-up Work Policy:

Make-up tests will **only** be given to a student who has an **excused absence**. **The student must make arrangements with the teacher to take a make-up test. Tests may be taken during Patriot Path with prior arrangement from each teacher.** A student only has two chances (the next two Patriot Paths after the absence) to make up a test. All make-up tests will be administered in the designated classroom on the Patriot Path session roster.

Homework/Classwork: Students who are absent for **excused reasons** will be permitted to make up missed work. **It is the student's responsibility to get their work assignments the day upon return to school and complete the assignments according to a time frame determined by the teacher within two weeks of the date of the last absence**. Grades of zero will be assigned for assignments missed because of unexcused absences.

Text and Other Required Reading:

CodeHS.com

Materials and Supplies Needed:

Flash Drive, laptop or other mobile device, pen/pencil, scratch paper

Laptops

Concerning laptop utilization: 1.Student laptops should not be hard-wired to the network or have print capabilities. 2. Use of discs, flash drives, jump drives, or other USB devices will not be allowed on Madison City computers. 3. Neither the teacher, nor the school is responsible for broken, stolen, or lost laptops. 4. Laptops and other electronic devices will be used at the individual discretion of the teacher.

Turnitin Notice

The majority of writing assignments in this course will be submitted to Turnitin via the Schoology learning platform. Turnitin generates a report on the originality of student writing by comparing it with a database of periodicals, books, online content, student papers, and other published work. This program will help students discern when they are using sources fairly, citing properly, and paraphrasing effectively - skills essential to all academic work.

Students will have the opportunity to review their Turnitin originality report and will have the opportunity to make revisions before submitting their work for grading. Once their work is submitted, teachers have the opportunity to view the student/s originality report and grade accordingly.

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Accommodation

Requests for accommodations for this course or any school event are welcomed from students and parents.

18 – WEEK PLAN*	
Week 1	Gaming Introduction, Gaming Jobs, Code of Conduct
Week 2	HISTORY OF GAMING, BOARD GAME DESIGN, INTRO TO JS
Week 3	UNIT 1 PROGRAMMING WITH KAREL
Week 4	UNIT 1 PROGRRAMMING WITH KAREL
Week 5	UNIT 1 PROGRRAMMING WITH KAREL
Week 6	UNIT 2 JAVASCRIPT AND GRAPHICS
Week 7	UNIT 2 JAVASCRIPT AND GRAPHICS
Week 8	UNIT 2 JAVASCRIPT AND GRAPHICS
Week 9	UNIT 2 JAVASCRIPT AND GRAPHICS
Week 10	UNIT 3 PROJECT: GUESSING GAME UNIT 4 ANIMATION AND GAMES
Week 11	UNIT 4 ANIMATION AND GAMES
Week 12	UNIT 4 ANIMATION AND GAMES UNIT 5 CRAZY BALL GAME UNIT 6 PROJECT: BREAKOUT
Week 13	UNIT 7 PROJECT: FUN SNAKE UNIT 8 BASIC DATA STRUCTURES
Week 14	UNIT 8 BASIC DATA STRUCTURES UNIT 9 PROJECT: TIC TAC TOE
Week 15	UNIT 10 PROJECT: HELICOPTER GAME

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Week 16	UNIT 11 FINAL PROJECT: YOUR OWN GAME
Week 17	UNIT 11 FINAL PROJECT: YOUR OWN GAME
Week 18	FINAL EXAM

*This is a tentative plan and may change at the discretion of the teacher.

Please sign below to acknowledge that you have received, read, and understood the syllabus.

Student name: _____

Student signature: _____

Parent/guardian name: _____

Parent/guardian signature: _____

Parent/guardian, please provide two ways for me to contact you (email address, phone numbers):

Parent/guardian Email:

_____

Parent/Guardian Phone number:

_____