

Game Design

Westlake High School
2017-18
Mr. Tyler
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Objectives:

This course introduces game programming principles, 3d modeling and animation; game art and visual effects; game play and game design; character, level and story design; and the history, culture and genres of video games and animation. Students collaborate on group projects to develop the knowledge and skills necessary to deliver real-world game prototypes from concept to completion. No prior game or graphics programming experience are necessary.

Course Work:

Students will learn about team dynamics and their role within a video game design company and team; they learn about the evolution and history of gaming both outside and within the Video Game Design industry; they learn about the concept of “play” within our culture and how the culture of gaming has changed the landscape of America since the early 1970’s; they learn about the global economy and the supply chain in regards to how it affects the production of video game design; and they learn about Large-Scale Design and how it is implemented within the Video Game Design industry. .

Classroom Expectations:

- ✓ Students are responsible for following all District, Westlake HS, and classroom rules and directions.
- ✓ There is no eating, drinking (other than bottled water), gum, or hats in the computer lab. Personal music players (iPod, MP3S, CD etc.)
- ✓ Cell phones MAY NOT be a distraction and should be put away during class time.
- ✓ Please show absolute courtesy to fellow students, visitors, guest teachers, and professional speakers in the technology lab.
- ✓ Students will use their own username and password to use the lab computers. DO NOT share your login information with other students.
- ✓ Students will **not** be excused from assignments if the work “is lost” from the student’s work folder. Students are responsible for their own folders and the correct saving of their work.
- ✓ Students are responsible for the proper use of the computers. Any misuse, vandalism or inappropriate use of the computers will result in the removal from the class. The teacher, administrators and District will discuss the consequences of these actions with the students and their parents.
- ✓ **Consequences:**
 - First Offense- Verbal warning
 - Second Offense- Detention and call/email home
 - Third Offense- Referral for administration action

***** Disruptive behavior:** Fighting, profanity, defiance of authority will result in immediate removal from the class without warning or appeal.***

Academic Honesty (Bd. Pol. 5131.9)

Definition: Academic Dishonesty is a deliberate attempt to disrupt the learning process by misrepresenting another's work as one's own. Dishonesty during tests or classwork includes unauthorized communicating; copying materials or allowing another student to copy; using prohibited notes or devices; obtaining prior knowledge of test content; and/or removing or distributing all or part of any test. Copying another person's assignment; providing homework/classwork for another student to replicate; plagiarizing or submitting a paper or project which is not one's own work; and submitting falsified information for grading purposes are also examples of dishonesty.

Consequences:

First Infraction

- The teacher will conference with the student and record a zero for that assignment.
- Within five school days, the teacher will notify the parent and send a referral to the appropriate administrator noting the infraction.
- The student will be placed on contract, with the understanding that a second infraction in the same or any other class will result in the student's removal from the course in which the second infraction occurred. The contract will remain in effect for two years from the date of infraction.

Second Infraction

- The teacher will send a referral to the appropriate administrator noting the infraction.
- Within five school days, the parent will be notified, and the student will be removed from the course and placed in a Study Hall with a failing grade for the semester.

Grading Policy:

Students will be graded on the point system. Students will receive grades for their submitted assignments, lab work, quizzes, tests, projects, and class participation. Grades will be posted on the web at <https://q.conejousd.org>. Each family will have access to the student grade.

Make-up and Late Work Policy:

It is the student's responsibility to find out what she/he missed during their absence. Assignments due during an excused absence will have their due date extended by the number of days absent. Assignments will be accepted one day past the posted due date for one-half credit. After the past-due date, the student will receive a zero for the assignment. All assignments are posted and submitted on Edmodo.com. Grades are posted and updated on the Zangle website: <https://q.conejousd.org>.

Resources and on-Line Materials:

Edmodo.com www.edmodo.com (all assignments are posted and student work submitted on Edmodo)
Video Game Design Foundations 2nd edition: ISBN: 978-1-61960-278-6
Various instructor handouts and on-line reading and research.

PARENTS: Please email me for an access code to monitor your student's assignments on Edmodo.

Parents and students are welcome to contact me anytime through the school (805) 497-6711 X2205 or email dtyler@conejousd.org. I will return your call/message as soon as possible. I look forward to working with your student this school year.

Thank you, Mr. Tyler

Determining Class Grade

Class Participation

1. Completing daily class assignment.
2. Answer daily warm up, students will be randomly called upon to answer the daily warm up questions.
3. Working **earnestly** on class assignments.

Class Assignments

1. Class assignments will be due by the end of class, unless otherwise noted.
2. ALL assignment files are to be copied and pasted into the class folder located in the Assignments IN folder.

Chapter Quizzes

1. Chapter quizzes on covered material, may include topics from prior chapters.

Final Project

1. The semester final “exam” will be a final project, due the day of the class final.

Making up of missing points may be offered throughout the semester but is not a substitution for class work or exams.

Please return this page only, keep the top three pages in your binder for reference.

Please write any comments in the line below, return by Friday, August 25, 2017

Student printed name _____ Date _____

Student signature _____ Date _____

Parent/guardian: Please read and discuss the above expectations with your student and then sign below. If you have comments/concerns, please write them in the lines above this section. You are welcome to call me at the school: 497-6711 X2205. I will return phone calls within 24 hours. My email is dtyler@conejousd.org, feel free to email anytime. Looking forward to a great quarter!

Parent/guardian signature _____

Parent/guardian e-mail: _____