

Canyon Crest Academy: Computer Game Design

Level of Difficulty	Estimated Homework	Prerequisites
<input checked="" type="checkbox"/> Moderate <input type="checkbox"/> Difficult <input type="checkbox"/> Very Difficult	0-30 minutes	<u>District</u> None <u>Department</u> Exploring Computer Science

Course Description

Turn your passion for video games, art/graphic design or technology into a future in the multi-billion-dollar video game industry. A wide range of skills will be developed in the class including storyboarding, 3D modeling, rendering, and programming using a variety of software. Once we develop a strong foundation in game design we will focus on creating characters, background maps, and animations to import into various 2D and 3D game editors. This class will be taught through individual/team projects and hands-on assignments. The class culminates with a team game developed over three-weeks and presented to the class.

Course Objectives: {Students will learn...}

- Technical skills like programming, graphic design and animation, testing / debugging and other skills that are needed for game development but are also transferable to all types of industries.
- How to form and work in project development teams, how the same engineering cycle used to design bridges and buildings is used to design games and solve ALL types of problems.
- How physics & math play such a large role in making games playable (those science and math courses DO HAVE meaning after all) and how to develop, program and market an original game.

Grading

Participation - 15% Journal entries completed daily and collected at the end of each week. On task during class working on game assignments and projects
Assignments – 30% Worksheets, Exercises, & Tutorials
Quizzes – 15% Units 1-3
Projects and Assessments – 40%

Syllabus Link

<http://cc.sduhsd.net/subsites/Michael-Remington>

Supplemental Information

10 credits

Meets graduation requirement for Practical Arts or electives