

Game Design 1a: Introduction

(CTE-040-300-002)

CTE Syllabus

Course Description

Are you ready to take your passion for game design and turn it into a real-life prototype? In this course, you'll learn the fundamentals of game design including scripting in JavaScript, game mechanics, audio editing, storytelling, and game world development. And the best part? You'll apply these skills to build an arcade-style galactic adventure game using PlayCanvas! Let's get ready to blast off into the world of game design!

Prerequisites

There are no prerequisites for this course.

Course Materials

All the reading material students need is included in this course.

In addition, students will need access to these types of applications.

Physical

- Pen and paper
- Digital camera

Software

- [Google Docs](#) (requires login)
- [PlayCanvas](#) (requires login)
- [Google Drawings](#) (requires login)

- [Pixilart](#)
- [Leshy Labs SFMaker](#)
- [Google Sites](#) (requires login)

Other

- Helper (a person to help with testing and reviews)

Optional

- Mind-mapping software

Course Outcomes

The unit learning objectives are listed in the Course Introduction and on the Unit Objectives page for each unit.

Grading and Assignments

The letter grade in this course will be based on these assignments and exams.

Assignment or Exam	Grading	Percent of Total Grade
2 Critical-Thinking Journal Documents	Teacher-Graded	25%
8 Unit Activities	Teacher-Graded	40%
8 Unit Quizzes	Computer-Graded	20%
1 Midcourse Quiz	Computer-Graded	5%
1 Final Exam*	Computer-Graded	10%

*Students must pass the final exam with a 60% or higher to earn credit for the course.

They may retake the final exam once for a fee.

Due Dates

The due dates in the course are only suggestions to help the students pace themselves. You do *not* need to complete assignments, quizzes, and exams by the due date set in the course.

Critical-Thinking Journal

Each unit will have five critical thinking journal prompts. These are questions that students respond to based on what they have learned in the lessons. The journal is submitted in two places of the course: at the end of unit 4 and in unit 8.

Unit Quizzes

At the end of each unit, there is a unit quiz. The questions in each unit quiz cover all of the lesson material of that unit.

Unit Activities

Unit activities allow the students to explore deeper into the unit's content by applying the concepts to real-life situations.

Midcourse Quiz

The midcourse exam consists of 50 questions and covers the material in units 1 through 4. This quiz is **not** proctored, but it **is** timed.

Final Exam

The final exam consists of 50 questions and covers the material in units 5 through 8. It is proctored and closed book.

Students must pass the final exam with a 60% or higher to earn credit for the course.

Course Grade

The letter grade will be calculated according to these percentages.

Percent to Letter Grade Calculation	
A	100%–93%
A–	<93%–90%
B+	<90%–87%
B	<87%–83%
B–	<83%–80%
C+	<80%–77%
C	<77%–73%
C–	<73%–70%
D+	<70%–67%
D	<67%–63%
D–	<63%–60%
F (fail)	<60%–0%