

Pompano Beach High School
Gaming/Simulation Design
Course Syllabus 2016 - 2017

Instructor: Mr. Roscioli
Office: Room 319

Email: Lamberto.Roscioli@browardschools.com
Phone: (754) 322-2000

Course Description:

This program is designed to prepare students for employment as a **Game/Simulation Designer, Game Programmer, and Game Software Development, including creating and uploading Android games/apps.** This course will also have a focus in Photoshop and Dreamweaver. Obtaining Dreamweaver Industry Certification will be a strong emphasis of this class.

Students are introduced to the fundamental principles, design strategies, and methodologies of game and simulation development. This program offers a broad foundation of knowledge, skills, and concepts to prepare students for employment in the game/simulation industry and to develop and support a systemic solution to the growing demand for skilled game and simulation workers. The content includes practical experiences in game/simulation conceptualization, design, storyboarding, development methodologies, essential programming techniques, and implementation issues. Specialized programming skills involving advanced mathematical calculations and physics are also integrated into the curriculum.

This program is project-based and focuses on broad, transferable skills and stresses understanding and demonstration of the following rudiments of the game and simulation industry: elements of production design, storyboarding, elements of visual design, integration of digital audio and digital video into new game/simulation productions, programming for single and multi-user environments, and collaboration/teamwork.

Course Objective:

- Create a website using HTML.
- Obtain Dreamweaver Certification (Adobe Certified Associate)
- Demonstrate an understanding of the techniques used to evaluate game mechanics, game play, flow, and game design.
- Develop a game design document and blueprint.
- Learn Game Design and Theory.
- Create an Android app. Enable anyone to upload that app on their phone/tablet.

Prerequisite: Successful completion of Gaming/Simulation Fundamentals.

Evaluation:

There will be a minimum of 9 grades per quarter. A grade can be an assignment or a quiz/test. Assignments will be evaluated on final output along with teamwork and each grade is weighted based on the project's size and complexity. I do not "bump" grades, thus, if a student receives an 89.9% for a particular quarter, I cannot bump his grade to an A. I do not calculate the grade, the Pinnacle grading system does this based on the weight of each grade. The students must therefore give their best performance for each assignment/quiz in order to ensure they receive the best grade possible.

Academic dishonesty (cheating of any kind) will result in a grade of 0%. There will be no exceptions on this as my students well know. Please recognize that a 0% is not the same as an F. An F is 59% or below which is much easier to recover from than a 0%. For example, obtaining a 0% for an assignment and 100% on ALL remaining assignments in a quarter will result in a final grade of 88.9% (for 9 grades which are all equal weight).

Attendance:

1. Coming to class on time everyday is required. I do not allow students to come into class late with the excuse that their prior teacher held them or that they "come all the way from the portables". On time means being seated and ready for work. No exceptions.
2. If you must be absent from any class, make sure it is excused immediately.
3. It is your responsibility to obtain missing assignments, complete them on your own time and submit those to the instructor within the allotted time for a grade.
4. You are responsible for all material presented in class. Tests, quizzes, notes, often include questions on material presented only in class, so performance on these indirectly reflects attendance.

5. All work must be handed in on time for full credit.

<p>Classroom Behavior:</p> <ol style="list-style-type: none">1. Be seated and ready to work at the sound of the tardy bell to avoid a tardy. Remember, in your seat.2. Have a positive and serious outlook towards each assignment. I will focus to make each assignment fun, interesting and challenging. I will work each day to be the best teacher I can be. I expect you to be the best student YOU can be.3. It will be crucial for you to pay attention as I either discuss the assignment or model the assignment for you at the beginning of the day so that you know what is expected from you.4. Individual work must be approached on your own. If you are having trouble, ask me. I am here to help you be successful. For group work, be part of the team and do not expect others to do the work for you. You will be graded on this. Do not refuse to work with students you don't know, you might just be missing out on your new best friend! If you have issues with any student, then see me. I will "try" to accommodate you.5. Begin and complete your daily assignment on time. <u>If you complete the assignment, continue to expand your efforts and knowledge on the subject at hand.</u> You can always repeat the assignment as repetition is the path to mastery.6. Non-class related activities, such as games, Internet browsing, etc, removes the focus on the material being learned and dilutes the effects of the lesson.7. Disruptions, lack of respect, unwanted chatter, pranks, insubordination, etc. will not be tolerated. This class does not belong to any one student but is instead "our" class. Be respectful of others.8. Make sure you go to sleep on time because sleeping is obviously not allowed.	<p>Class Rules:</p> <ol style="list-style-type: none">1. No jump drives, phones, music listening devices of any kind are allowed to be used. They will be taken on sight!2. No food, drinks, and chewing gum are allowed in sight. Food/Drinks will be taken on sight.3. School Phone policy is strictly enforced. I am allowing the privilege for you to charge your phone <u>but it must not be seen</u>. If I see your phone at any time it will be taken.4. Complete all the assignments on time to earn all the points. The assignment must be completed when I come and grade it. If it is not, you will receive the partial grade per the rubric. To avoid this, have your assignment completed.5. No standing before the end of the class (as in waiting for the bell). Do not move to a desk that is closer to the exit door. Violating this policy will result in a detention and further discipline.6. Consequence for sleeping is a detention.7. Do not use the back-door in our class. This can cause injury to students walking the hall. Using this door will result in a detention.8. This class requires you to have an open outlook, an inquisitive mind, and the will and focus to do the very best you can. Bring this with you every day and you will be successful!
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Textbook: Game_Makers_Apprentice.pdf

Supplies:

- Pen/Pencils
- Paper
- 3-ring binder (can be small)

Student: If you have any problems or questions, please feel free to ask for help anytime. I'll be glad to help in class, during lunch, or after classes. You can make an appointment with me, email me, or just show up. Please understand that with 240 students I'm not always going to immediately realize you are struggling so speak up! I'm here to make sure you succeed!
Detentions will be given for any disciplinary infraction. The student will have 2 weeks to serve the detection. Failure to serve the detection will cause referral to administration.

Parent/Guardian: Please check with your child frequently to see how he or she is doing in class. It is important that you are aware of his or her progress. If you have any question, please email me, and I will do my best to respond to you in a timely manner. I will post grades as quickly as I can on Pinnacle.

Thank you, Mr. Roscioli



We understand and accept the rules and expectations of **Gaming/Simulation Design** class.

Please return this portion by September 1st , 2016

STUDENT'S NAME _____ DATE _____

STUDENTS SIGNATURE _____

I have read and discussed this syllabus with my child.

PARENT/GUARDIAN'S
NAME _____

PARENT/GUARDIAN'S SIGNATURE _____

HOME ADDRESS _____

HOME PHONE _____ WORK PHONE _____

CELLULAR PHONE _____ EMAIL ADDRESS _____



We understand and accept the rules and expectations of **Gaming/Simulation Design** class.

Please return this portion **today**

STUDENT'S NAME _____ DATE _____

STUDENTS SIGNATURE _____

PARENT/GUARDIAN'S
NAME _____

HOME ADDRESS _____

HOME PHONE _____ WORK PHONE _____

CELLULAR PHONE _____ EMAIL ADDRESS _____

Pacing Guide – Gaming Design

2016-2017

Weeks 1 – Cover Rules/Syllabus. Begin Dreamweaver Fundamentals. UI and basic tools.

Weeks 2 & 3 – Learn the Dreamweaver Interface. Learn the tools and icons. Practice creating pages using the tools.

Weeks 4 & 5 – Students are placed in groups. Create a business and create a website for that business.

Weeks 6 & 7 – Review Dreamweaver videos from ACATestPrep that contain the tool, principles, techniques for passing certification.

Weeks 8 – Students prepare for the simulations portion of the certification using GMetrix.

Weeks 9 & 10 – Study multiple choice questions for the certification. Students create another website.

Week 11 – Use GMetrix and quizzes to gauge student learning of Photoshop. Edmodo Quizzes.

Weeks 12 – Revise lesson to cover student areas of weakness. Give sample exams using GMetrix.

Weeks 15 & 16 – Prepare for and assign the Dreamweaver Industry Certification. This will include students taking the certification exam for the 3 and last time.

Week 17 & 18 – Photoshop will be covered to enable students to alter images. This will be used to modify characters/sprites in the game/app they will create.

Week 19 & 20 – App Inventor will be introduced. Students will register into teacher console. Students follow teacher modeling how to create an app on App Inventor. The app will be created on the PC but verified to work on their mobile device (Android) in real time. Those students without an Android device will be paired with another student that does. Project set-up, Text to Speech and testing app on devices will be covered.

Week 21 & 22 – Multiple screens, layouts and fill parent, images and sound on App Inventor.

Week 23 & 24 – Programming sound, dry principles, APK and QR codes will be covered. Android naming convention, and learning through Mobile Technology. Adding a web browser will be covered for App Inventor.

Week 25 & 26 – Recap everything covered in App Inventor. Adding video and a video player, adding sound recorder and speech recognizer.

Week 27 & 28 – Add ability for users of the student app to draw and color the characters in the app. An example using Javascript will be covered. Cover the App Design Process.

Week 29 & 30 – Resources (links/ideas) will be covered, and My First App (Zoo) will be completed. Students will learn how to create .apk files and learn to load these to a server and have others download their .apk file (app) onto their own phone.

Week 31 & 32 – Students will cover Game Design and Theory of creative game design. Mobile application items will be specifically covered. Discuss perspective, scene design, animation (static/active/fully articulating) and get students ready to develop their own game. App design and workflow will be covered for those students wishing to create an app rather than a game.

Week 33 & 34 – Students will apply game theories and design, or app design and workflow to design a game or app they will build using their own creativity and imagination.

Week 35 & 36 – Continuing game/app building process above to completion. This .apk file will then be loaded onto a server and anyone can upload onto their phone/tablet for play or use.