

Game Design 2025-2026

Dan Cornell: dcornell2@cherrycreekschools.org

***Meets MYP Design requirements**
LAB FEE: \$15 is required for design supplies and materials
***Lab fee includes Adobe Creative Cloud subscription**

Welcome to the 2025-2026 school year! My name is Dan Cornell, the digital design instructor, and I am excited to be back at school. I am super passionate about teaching both 2D, 3D, & game design and helping students explore a **creative process**. I have a wide range of experiences including over 24 years as a design & technology instructor, and 8 years of industry experience. Students will explore the world of design, learn new software and hardware, but ultimately the focus will be on **idea development**. Game Design is a new & exciting project based course, where students learn the interactive 3D world, create original games, and interactive environments. This class is ideal for artists, designers, photographers, and students pursuing careers in engineering, industrial design, or architecture.

Students are allowed to bring their own computers and I can assign them a work area. I am asking students to bring headphones, wired or wireless, to each class so that they can view our video content.

ATTENDANCE: Regular attendance is essential; classroom content is sequential and classes missed will affect student's performance. Attendance is taken at the beginning of class; students need to be in their seats at the bell or they will be considered 'Tardy' Students who are more than 10 minutes late will be considered 'Unexcused Present'. ALL classwork can be made up, but it is the student's responsibility to contact me regarding late work. Refer to the Parent/Student Handbook for questions related to general school rules and policies as it will be followed in my class.

EXTRA HELP: Any time a student is in need of help, she/he can contact me directly using teams or by email and schedule a time to meet..

GRADING: Grading is competency based 1-10 (11-12 extra credit); which is more holistic, student-centered, and promotes a growth mindset. Students are able to practice mastery of competencies and skills without the penalty of receiving a poor grade and creates an opportunity for students to learn from their mistakes.

There are **three** main areas that **impact** a student's grade:

1. Idea Development - Design Cycle
2. Skill Development - Learning to Learn
3. Documentation - Project & Time Management

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Signing below confirms that you are aware of the Game Design classroom policies and lab fee **\$15**. Please feel free to contact me with any questions. ~ Dan Cornell: dcornell2@cherrycreekschools.org

Student (print) _____ Student Signature _____

Parent Signature _____ Date _____