Class: Video Game Design I
Instructor: Mr. Webber
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Office Hours: M-Fr 3:00-3:30pm

Syllabus

Video Game Design I is the first of a possible multiple trimester sequence where students will get an introductory overview of video game design using the Unity Learn framework. Semester one students will complete the first two Unity Frameworks (Unity Essentials and Junior Programmer).

Class Topics Overview

A partial list of topics we will cover in this course are below, these will be driven by both the frameworks built into the Unity Learn system and discussions in class.

- Creating and Managing Unity projects
- Unity Editor Basics
- Real-Time Industry Essentials
- Scene Building Essentials
- Publishing in Unity
- Level 1 Job Preparation

- Code Comprehension
- Application Scripting
- Debugging
- Version Control
- Code Optimization
- Programming Theory

General Expectations

My overwhelming philosophy about my classes is that *anyone* can succeed in learning video game design and about technology, regardless of their age, sex, or background. Everything boils down to a few key things to remember.

- Try -- Make an effort and don't be afraid to make mistakes or even fail, but make the effort.
- Ask Questions -- Some things may not be intuitive and if you have a question, someone else probably does as well. There really are no dumb questions.
- Be Respectful -- Not just of your fellow classmates, but also your teachers, and yourself.

Technology requirements

Unity will not work on chromebooks. The lab in room 303 was built to allow students to use Unity Hub and associated other tools without the need to have a computer at home that is robust enough to successfully complete the course. All work is tracked for each student at https://learn.unity.com/learn/pathways and a dashboard is created for each student showing their progress (and what is turned in weekly for their grad on their progress). If you have a concern of accessing Unity outside of the lab in Room 303 please contact me.

Grading Philosophy

Unlike traditional subjects, most CTE courses teach skills which need to be mastered over time with practice. Because of this, participation is one of the most important factors in grading. Perfection on tasks and skills is not something that I expect from students immediately, but what I do expect is that students will make their best effort on assignments and turn them in on time even if incomplete. Unlike other classes, Video Game Design has a check-in assignment each week. These check-ins are to show a student's progress and thus by design cannot be redone for higher points. If there are any extenuating circumstances which will delay completion of work please contact me and we can make arrangements on a case by case basis.

Grading Breakdown and Credits

Again, unlike traditional subjects, CTE courses are about generally acquiring, improving, and mastering skills. Because of this the grading breakdown is non-traditional and is divided into two parts. Class assignments and projects are the bulk of the student's grade in the class, with a portion also based on general participation.

Class Assignments & Projects	Career Skills & Participation
80%	20%

A final grade using the traditional A-F scale will be given based on the grading breakdown, and all classes will count towards Applied Arts credits on the student's transcript.

Communication

If you need to contact me, please email me directly at charles.webber@nwasco.k12.or.us and I will do my best to respond as quickly as possible. Families are highly encouraged to communicate with teachers, counselors or administrators with any concerns about their student so that we can provide support. Parents/Guardians should contact the school if there are changes to contact information such as phone numbers or parent email addresses.