

# 2024-2025 MVROP Game Design 1&2 SYLLABUS

**Course Title: Computer Game Design 1&2**

**Units of Credit: THIS IS A ONE-YEAR, 20 UNITS, ENTRY-LEVEL COURSE**

**Meeting Times/Dates: 1:45 – 3:45, Monday - Friday**

**Instructor Name: Dan Chase**

**Location/ Room #: ROP CENTER ROOM 102**

**Office Hours: By appointment only Contact Info: [dchase@mvrop.org](mailto:dchase@mvrop.org)**

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## **Course Description:**

Introduction to basic knowledge, skills, abilities, processes, and tools required for for creation of 2D and 3D Computer Games. Students will be involved in hands-on lab activities designed to help them create their own 2D and 3D games as well as a digital portfolio to showcase their years' work.

## **Prerequisites:**

10<sup>th</sup> Grade Reading Level and Basic Computer Skills

## **Supplies Recommended:**

- Number 2 pencil
- 8 gig or better USB drive
- Sketch Book 8.5" x 11"

## **Course Objectives:**

Students will demonstrate a comprehension of the computer animation process and technical skills. Throughout the year, students will develop a digital portfolio of original work and participate in individual and group activities to better prepare them for a career in the game design industry. Student's receiving a "C" or better will be issued a certificate of course completion.

## **Required Text, Materials, Tools, Resources provided by the instructor.**

## **Assignment Schedule:**

Assignments and project due dates will be posted on Google Classroom and/or on the handouts.

**Absences: All absences must be emailed by the guardian to [dchase@mvrop](mailto:dchase@mvrop.org) or called in to the MVROP front desk (510) 657-1865 or they will be marked as unexcused.**

## **Grading Policy:**

Grading is based on 100 points per day, some extended assignments may hold a higher point value, however, are still based on the 100 points per day. For example, A 5-day project may be graded at 500 points. Points will be deducted for unexcused tardies, behavior etc. Your final grade in the course will be based on the following:

- |                       |                         |
|-----------------------|-------------------------|
| ●Assignments/Projects | ●Attendance             |
| ●Portfolio            | ●Participation/Behavior |

After your numerical grade has been determined, your letter grade will be calculated as following:

- **A** - 90-100% of the total percentage points
- **B** - 80-89% of the total percentage points
- **C** - 70-79% of the total percentage points
- **D** - 60-69% of the total percentage points
- **F** - 59% or below – no credit

## **MVROP "SLO" SCHOOL LEARNING OUTCOMES**

### **WORKPLACE BASIC SKILLS AND BEHAVIORS**

- Apply skills learned in class
- Analyze information and make decisions
- Communicate verbally and in writing
- Work independently and as a team member in a diverse workplace
- Work reliably, responsibly, and ethically

### **CAREER TECHNICAL SKILLS**

- Demonstrate occupational competencies
- Use appropriate technology
- Understand and practice occupational safety standards
- Demonstrate an awareness of how a business or industry functions

### **JOB EMPLOYMENT SKILLS**

- Develop a plan to achieve career goals
- Use effective job search strategies
- Demonstrate an awareness of the importance of lifelong learning

**In-class Events:** Students are required to work in various groups to complete some class projects. Each student must individually submit each class project to the instructor.

### **Late Work**

Late work will only be accepted at teacher's discretion and in writing. Unexcused absence will be deducted 10 points for every day it's late.

### **Additional Policies and Procedures of the Classroom:**

Mission Valley ROP is committed to preparing students for the workforce. This preparation includes technical skills as well as business ethics. Mission Valley ROP does not condone cheating. Any student caught cheating on an exam or copying work from other students will be given one warning and a failing grade on that assignment. Any subsequent incident will result in termination from his/her Mission Valley ROP program, a failing grade, and loss of credits.

No food or drinks (with the exception of water in clear plastic bottles) will be allowed in MVROP buildings, including classroom, lobby, hallway, and restrooms. The Student Lounge is the only room where food or drinks other than water should be consumed. Students violating this policy will receive one warning. Any subsequent incident will result in termination from his/her entire program.

Students completing this course with a grade of “B” or better will receive a Mission Valley ROP Certificate of Completion listing competencies achieved in the course.”

## **CLASSROOM RULES**

- Arrive on time and ready to work every day. Points will be deducted for tardiness.
  - High School appropriate material only. No gang, alcohol, drug or explicit material.
  - Everyone will treat each other with respect in the class.
  - Cell phones or other electronic devices are not permitted in class without teacher permission.
  - Access to the Internet **ONLY** with instructor’s permission and **ONLY** for school work.
  - No swearing, vulgar gestures or offensive material.
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Return this page to instructor

I have read the Game Design syllabus and understand and agree to the terms, class rules and course guidelines.

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Print students name

Date \_\_\_\_\_

Student signature

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Print parent or legal guardian name

Date \_\_\_\_\_

Parent or legal guardian signature

Parent or legal guardians contact information:

Phone: \_\_\_\_\_ Email: \_\_\_\_\_