JOHNSON COUNTY COMMUNITY COLLEGE

COURSE SYLLABUS

Computer Science and Information Technology Division

Department of Game Development

Beginning Game Creation

GAME-105-350 – 60647

Summer 2022 – Online Asynchronous Course

*Syllabus subject to change

Instructor:

Name: Alexa Summers

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Zoom link: https://jccc.zoom.us/my/amazonecho
Server link: https://discord.gg/rW7eJM5XsQ

Office hours: Hours available upon request. Email to schedule an appointment.

Course Information:
Class Meeting Times and Location: ONLINE-ASYNCHRONOUS || No scheduled meeting time
Credit Hours: 3
Instructional Method: Online
Textbook (optional): Level Up! The Guide to Great Video Game Design by Scott Rodgers, 2nd Edition (ISBN: 9781118877166)
http://bookstore.jccc.edu/SelectTermDept.aspxLinks to an external site.
Prerequisites: RDG 126 or College Reading Readiness as required by JCCC.

Course Description:
This course is designed to present the skills and to provide the hands-on experience required to create computer games utilizing game development tools that require no programming. Topics will include learning how to build games with a game development environment, the basic ideas of game design and an introduction to building 3D levels. Students should learn how to build a variety of games, include sound effects and simple

animation effects in games, use simple analysis tools to evaluate games, build a 3D level, and create an original game as a term project. 3 hrs. lecture/wk.

Course Materials:

- Unity3D Game Engine (Version 2021 LTS): https://unity.com/releases/2021-lts

Course Objectives:

After successful completion of this course, students will be able to accomplish the following:

1. Describe the structure of the game industry.
2. Describe the job roles for members of a game development team.
3. List and describe the phases of game production.
4. Outline the game concept.
5. Explore characters, setting and story.
6. Explain game requirements.
7. Describe a game plan.
8. Examine marketing and public relations.

*Detailed course objectives can be viewed on the course Outline at: http://catalog.jccc.edu/coursedescriptions/game/#GAME_105Links to an external site.

Class Attendance Policy:

JCCC requires that all students attend their enrolled classes at least once during the first week. For an online class such as this, that means being logged into Canvas and interacting in a meaningful way with the course, or you will be dropped from the class for non-attendance according to JCCC policy. I have created a module/quiz titled "Attendance!!" just for this purpose. It is located at the top of the module list. If this is not submitted within the first week, you will be dropped from this course.

The JCCC official Attendance Policy is found here: http://www.jccc.edu/about/leadership-governance/policies/students/academic/attendance.htmlLinks to an external site.

Late Work and Makeup Policy:

For assignments from the **TESTS** and **PROJECT** category only, if you can let me know **BEFORE 24 HOURS OF A DEADLINE** that you need an extension, I will grant you an extension for full points. If you let me know **WITHIN 24 HOURS OF A DEADLINE**, I will not grant you an extension. **This is only for those two categories (tests and projects), and not for the semester projects category or the quizzes category.** Assignments from the **TESTS** and **PROJECT** category not submitted by the deadline will be deducted 3

points per day they are late. <mark>No late **SEMESTER PROJECTS** or **QUIZZES** will be accepted</mark>.

Evaluation and Grading Scale:

Tests: Tests will be given in a practical exam fashion. **Tests not submitted by the deadline will be deducted 3 points for each day they are late.**

Project: There will be one very simple project assigned during your first week to do a Unity concept check. **Projects not submitted by the deadline will be deducted 3 points for each day they are late.**

Semester project: Your "final" consists of completing a semester project. It will be a similar format to the practical exams, however, it will be a bit larger in scope. **No late semester projects will be accepted.**

Quizzes: Quizzes will occasionally be posted on Canvas. These will be worth up to 5% of extra credit at the end of the semester. **No late quizzes will be accepted.**

Course Evaluation & Grading Scale: Evaluation of student mastery of course competencies will be accomplished using the following methods:

Tests – 60% of final grade
Project – 10% of final grade
Semester project – 30% of final grade

A = 100%-90%

B = 89.9%-80%

C = 79.9%-70%

D = 69.9%-60%

F = less than 60%

Student Email

Email is the primary form of communication with the instructor outside of the classroom. Be sure to check your college email (also called your **Stumail** account) often. You must activate your student email account (Stumail account) to be able to send and receive email with it. For help with your email, visit http://www.jccc.edu/student-resources/technical-support/student-email.htmlLinks to an external site.. Do not use personal email accounts; they are not accepted as official correspondence with the instructor and are often seen as spam by the JCCC email server and may not be delivered to your instructor.

Online Behavior and Netiquette

This class makes heavy use of assets delivered via Canvas. It is always expected that your online and in-class behavior will adhere to the expectations of student behavior as outlined in the JCCC Student Code of Conduct in the Student Handbook. Further, you are expected to read and follow the Core Rules of Netiquette as found at http://www.albion.com/netiquette/ . It is required that you conduct yourself with civility and decorum. All violations will be brought to the attention of the Dean.

Degree Check: Confirm your declared major and monitor your degree progress with Degree Check. For more information, please see the student help desk Web page at http://www.jccc.edu/academics/degree-check.htmlLinks to an external site..
ADA Compliance: http://www.jccc.edu/about/leadership-governance/policies/accessibility-statement.htmlLinks to an external site.
Counseling Resources: For academic, career, and personal counseling, visit the JCCC Counseling Center on the second floor of the Student Center or visit http://www.jccc.edu/student-resources/counseling/Links to an external site..

As a beginning Game Development student, you should familiarize yourself with the Game Development AAS degree requirements, http://catalog.jccc.edu/degreecertificates/game/game-development-aas/. Your instructor will answer your questions about this AAS degree, or they will be able to redirect you to someone who can. Please feel free to ask questions and take action to have your questions answered.

Academic Dishonesty Statement:

All students are bound by all sections of the JCCC Student Code of Conduct: http://www.jccc.edu/about/leadership-governance/policies/students/student-code-of-conduct/index.htmlLinks to an external site..

No student shall engage in behavior that, in the judgment of the instructor of the class, may be construed as cheating. This may include, but is not limited to, plagiarism or other forms of academic dishonesty such as the acquisition without permission of tests or other academic materials and/or distribution of these materials. This includes students who aid and abet, as well as those who attempt such behavior. Refer to the "Student Code of Conduct – 319.01" in the Johnson County Community College Student Handbook.Links to an external site. for details on this policy, and for information on the JCCC policies on Social Networking guidelines at JCCC; College Now; College Emergency Response Plan; Grading System – 314.04; and Academic Policies – 314.00. The consequences of cheating are severe and include receiving an "F" for the

assignment and/or receiving an "F" for the course, at the instructor's discretion, all the way to suspension or expulsion from JCCC as specified in the [Student HandbookLinks to an external site.](http://www.jccc.edu/student-resources/student-handbook.html), [http://www.jccc.edu/student-resources/student-handbook.html.Links to an external site.](http://www.jccc.edu/student-resources/student-handbook.html)

GAME 105 TENTATIVE COURSE SCHEDULE: (subject to change)

Date	Topic	Assignments
Week 1	Downloading/navigating Unity, primitives, transforms, Bolt, making prefabs, Importing Assets	Attendance!! Quiz Test 1 Assigned Project Assigned **Project due**
Week 2	Scripting movement, colliders/triggers/events, tags/layers	**Test 1 due**
Week 3	Channel of Flow, Agency, Risk vs. Reward, Psychology of Gaming, Designing a Level	Test 2 Assigned
Week 4	Genres, Game Types, Player Types, Testing Methods	**Test 2 due**
Week 5	Terrain, Audio	Test 3 Assigned
Week 6	Lighting, Environment, Particle Systems	**Test 3 due**
Week 7	The Three Cs, Making Builds	Final Exam Project Assigned
Week 8	**Final Project Work Week**	**Final Exam Project due**