Video Game Design

Full Year, 1 Credit Course

Elective and College Credit

Instructor Information

Instructor: Darcie Gilde

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Phone: 512.732.9280 x33109

Website: http://darciegilde.com/

Tutoring: Before school, 1st period, 5th period lunch

Course Description

Video games are a multi-billion dollar industry and one of the leading forms of entertainment in the world. This course provides students with an array of skills required in this exciting industry. Students will learn concepts and tools to create levels, models, mechanics for games, and simulations using the game engine Unreal Engine 4. Students will also learn Maya and Adobe Photoshop to create 3D/2D assets for UE4. This class is a project- oriented class that takes the student through the production process of video game development from beginning to end.

Projects/Assignments

Deadline for projects are posted on the Class Calendar

Assignments and projects are assigned in Google Classroom

Tools

Flash Drive/USB Stick 16 GB

Grades will be calculated as follows:

Class Participation	10%
Daily Grades	30%
Projects	60%
Total	100%

Class Participation: a combination of participation in class critiques, questions, during lectures and work time, along with helpfulness towards the instructor and other students.

Daily Grades: are short, in-class assignments in which the student simply shows the ability to perform a technique demonstrated by the instructor and will be graded on the ability to follow the directions given. Exercises will be taught through lecture.

Projects: are more involved assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on skills that are taught leading up to the start of work. Projects will also be taught through lecture and demonstration but will have an associated project sheet with essential requirements such as specifications, objectives, grading rubrics, required techniques, premise, and due date.

Computer Lab Rules

Respect others

No food or drink near computer stations

No disruptive behavior

No moving lab equipment or cables