

COURSE SYLLABUS

COURSE NAME:	Computer Science Gaming & Industry	DEPARTMENT:	School of Business & Technology
COURSE NUMBER:	5851 (CP) 5852 (Honors)	GRADE LEVEL(S):	11-12
PHASE:	College & Honors	LENGTH:	Year

I. Course Description:

This course explores game programming and will cover many different game genres including action & adventure, first person, sports, and multiplayer games. It will explore the different types of roles in the game development process from the design phase to technical programming. Students will work independently as well as in team settings to complete major game projects throughout the year utilizing various game development software.

This course will use various types of software and will include Adobe Flash, Adobe Creative Suite, Microsoft Visual Basic, Dark Basic and JAVA. As technology is constantly changing, other types of programs will be researched and may be used during the year.

II. Central Objectives:

- A. Students will research the business side of the gaming industry and analyze consumer behavior.
- B. Students will become familiar with the history and evolution of gaming and describe its impact on society.
- C. Students will explore specific career & educational opportunities related to gaming.
- D. Students will produce fully functioning video games from concept to finished product.

III. Major Activities:

Video Game Projects: Students will create fully functioning video games. These projects will take the student through the different phases of development including scripting of the storyline, design, sound production, programming, testing, packaging and marketing. Students will work both individually as well as in team settings.

Presentations: Students will present projects to the class. Presentations will be in the form of a sales pitch to fictional video game companies.

Essays: Students will complete essays relating to the business and historical side of the gaming industry.

Written Tests & Quizzes

Homework Assignments

IV. General Expectations:

- A. Student will attend class on time.
- B. Student will be familiar with the acceptable use policy.
- C. Student will be prepared and approach each class with a great effort.
- D. Student will treat teacher and classmates with respect.
- E. Student will come to class with a notebook, pen or pencil, and any other materials assigned by the teacher.

V. Evaluation:

- A. Major Projects – 50%
- B. Tests/Short Projects – 20%

- C. Quizzes & Class Work – 20%
- D. Class Participation – 10%

VI. Materials:

Teacher made tutorials, on line tutorials, various handouts.

VII. Software:

Adobe Flash, Dark Basic, Adobe Creative Suite, Java, Visual Basic, New Software Packages may be introduced

Updated 6/11

Expectations Addressed:

- Academic:* Students will communicate effectively.
Students will demonstrate mathematical competency
Students will use problem-solving skills.
Students will use a variety of technological and information resources to gather, analyze, and synthesize facts, results, ideas and concepts.
- Civic:* Students will assume responsibility for their own behaviors.
Students will contribute to the well-being and welfare of others within the school community.
Students will demonstrate respect for themselves and others.
Students will assist fellow classmates
- Social:* Students will participate in decision making and team building activities.
Students will demonstrate and practice an understanding of the rights and responsibilities of citizenship.