

PELLISSIPPI STATE COMMUNITY COLLEGE  
MASTER SYLLABUS

**GAME & SIMULATION PRACTICUM  
MDT 2680**

**Class Hours: 3.0**

**Credit Hours: 3.0**

**Laboratory Hours: 0.0**

**Date Revised: Fall 2010**

**Catalog Course Description:**

Students will work in a collaborative effort as a team member to plan, design, code, develop, manage, build, modify and produce a simulation or game.

**Entry Level Standards:**

College level reading and writing.

**Prerequisites:**

CGT 2160

**Corequisites:**

MDT 2670

**Textbook(s) and Other Reference Materials Basic to the Course:**

*Animating with Blender*, Roland Hess, Focal Press, 2009.

*Building Interactive Worlds in 3D*, Jean-Marc Gauthier, Focal Press, 2005.

Multiple web locations with open source software & instructions will be utilized.

**I. Topic Basis: General list of topics to be covered for this course**

Week 1	Review of pre-planning components. Review of organizational workflow. Review of gaming team functions.
Week 2	Review of gaming team functions. Roles of designers, programmers, art department and testing.
Week 3	Testing pre-production gaming workflow.
Week 4	Asset management and organization.
Week 5 - 6	Character assignment and interaction. Creating, copy & pasting, applying code for behaviors.
Week 7	Midterm exam & midterm design exercise
Week 8 - 9	Character assignment. Applying code for character behaviors in single simulation environment.
Week 10 - 12	Character interaction and behavior within environments. Multiple characters, in multiple environments with multiple behaviors.

Week 13, 14      Debugging and final game play

Week 15          Final exam

## **II. Course Objectives\*:**

- A.          Identify and delineate aesthetic elements, conventions, techniques and styles employed in creating compelling gaming projects; utilize them in project work. I, III, IV
- B.          Understand trends in industry-related technological developments that appear to have short and long term implications for the marketplace and the workplace. II
- C.          Master and employ basic gaming code linked to 3D animations. I, IV
- D.          Apply quality control to technical aspects of the gaming process. I, IV

\*Roman numerals after course objectives reference goals of the Media Technologies program.

## **III. Instructional Processes\*:**

Students will:

- 1.          Use appropriate technology to function within the discipline. *Technological Literacy Outcome, Active Learning Strategy*
- 2.          Use critical thinking skills to interpret, evaluate, and make informed judgments. *Active Learning Strategy, Transitional Strategies*
- 3.          Work together as a team. *Active Learning Strategies, Communication Outcome*
- 4.          Use industry recognized criteria for organizing audio and visual media to elicit predetermined responses in users. *Communication Outcome, Technological Literacy Outcome*
- 5.          Employ project management skills. *Communication Outcome, Active Learning Strategies*

\*Strategies and outcomes listed after instructional processes reference TBRs goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

## **IV. Expectations for Student Performance\*:**

A. Upon successful completion of this course, the student should be able to:

- 1.          Exhibit knowledge of the basic game design concepts. (A)
- 2.          Apply design elements learned in this class and previous classes into project workflow. (A)
- 3.          Exhibit knowledge of industry production team workflow. (B, D)
- 4.          Appreciate and apply the concepts presented in game design. (A, C)
- 5.          Complete 3 major game design projects and constructively criticize the work of

oneself and one's peers. (A, B)

6. Write insightful, appropriately developed answers to essay questions concerning the works studied. (B, C)
7. Work within a production team to collaborate and build a game. (A, B, C)

\*Letters after performance expectations reference the course objectives listed above.

## **V. Evaluation:**

### A. Testing Procedures

Students are evaluated on the combined basis of tests, exercises and class projects. The specific evaluation methods will vary according to the course content. However, attendance, tests, participation in class exercises, and production projects will count in the evaluation process.

Quizzes and tests will comprise: 20% of grade

Quiz 1: 10 points  
Quiz 2: 10 points  
Quiz 3: 10 points  
Quiz 4: 10 points  
Quiz 5: 10 points

Midterm Exam: 75 points  
Final Exam: 75 points

Class Exercises will comprise: 30% of grade

Exercise 1: 50 points  
Exercise 2: 50 points  
Exercise 3: 50 points  
Exercise 4: 50 points  
Exercise 5: 50 points  
Exercise 6: 50 points

Class Projects will comprise: 50% of grade.

Project 1: 167 points  
Project 2: 167 points  
Project 3: 166 points

### B. Grading Scale

90 – 100 A  
80 – 89 B  
70 – 79 C  
60 – 69 D  
below 60 F

## **VI. Policies:**

### A. Attendance Policy:

Pellissippi State Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. [NOTE: No differentiation is noted for excused/unexcused absences. These will be treated as an absence.] (*Pellissippi State Online Catalog*)

B. Academic Dishonesty:

Plagiarism, cheating, and other forms of academic dishonesty are prohibited. Students guilty of academic misconduct, either directly or indirectly through participation or assistance, are immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions which may be imposed through the regular Pellissippi State procedures as a result of academic misconduct, the instructor has the authority to assign an F or a zero for the exercise or examination or to assign an F in the course. (*Pellissippi State Online Catalog*)

C. Accommodations for Disabilities:

Students who need accommodations because of a disability, have emergency medical information to share, or need special arrangements in case the building must be evacuated should inform the instructor immediately, privately after class or in her or his office. Students must present a current accommodation plan from a staff member in Services for Students with Disabilities (SSWD) in order to receive accommodations in this course. Services for Students with Disabilities may be contacted by going to Goins 127, 132, 134, 135, 131 or by phone: 539-7153 or TTY 694-6429. More information is available at [www.pstcc.edu/departments/swd/](http://www.pstcc.edu/departments/swd/).

D. Other Policies:

Any act of misuse, vandalism, malicious or unwarranted damage or destruction, defacing, disfiguring, or unauthorized use of property/equipment belonging to Pellissippi State is subject to disciplinary sanction.