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:


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

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

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
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<tbody>
<tr>
<td>2</td>
<td>Review of gaming team functions. Roles of designers, programmers, art department and testing.</td>
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<tr>
<td>3</td>
<td>Testing pre-production gaming workflow.</td>
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<td>4</td>
<td>Asset management and organization.</td>
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<tr>
<td>5 - 6</td>
<td>Character assignment and interaction. Creating, copy &amp; pasting, applying code for behaviors.</td>
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<td>7</td>
<td>Midterm exam &amp; midterm design exercise</td>
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<tr>
<td>8 - 9</td>
<td>Character assignment. Applying code for character behaviors in single simulation environment.</td>
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<tr>
<td>10 - 12</td>
<td>Character interaction and behavior within environments. Multiple characters, in multiple environments with multiple behaviors.</td>
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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 expects students to attend all scheduled instructional activities. As a minimum, students in all courses (excluding distance learning courses) must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of Academic Affairs, may have requirements that are more stringent. In very specific circumstances, an appeal of the policy may be addressed to the head of the department in which the course was taken. If further action is warranted, the appeal may be addressed to the vice president of Academic Affairs.

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 http://www.pstcc.edu/sswd/.

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.