
GAMING & SIMULATION PRATICUM
CSIT 2970

Class Hours: 3.0
Laboratory Hours: 0
Credit Hours: 3.0
Revised: June 2009

Instructor:
Office:
Phone:
Email:

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:

Students will need a home computer with enhanced graphics video and high speed Internet access or use of open lab systems beyond the class meetings. Students must be able to speak, read, write and reason at the college level.

Prerequisites:

MDT 2670 or CSIT 2670, or department approval.

Textbook and Other Reference Materials:

Extensive use of any and all available tutorials, marketing tools, testing, handouts, in-class presentations and resources will be expected to be explored and used by each student.

Suggested Optional Supplementals:

Web site material will be used to supplement this course.

I. WEEK / UNIT / TOPIC BASIS:

Week	Topic
1	Planning, design, specifications, requirements and team management
2	Mission, Goals, Timeline, Expectations and Controls
3-8	Phase 1 Game and Simulation collaboration
8	Midterm presentation and Progress report
9-13	Phase II product Completion and Testing
14	Finished Product Presentation
15	Final test

II. COURSE OBJECTIVES:

The student should be able to:

- A. Discuss, plan and design the game actions, goals and outcomes.. I, II, III, IV, XI
- B. Discuss and present applicability and/or marketability indicators. I, II, III, IV, XI
- C. Create team-based project schedule, timeline and expectations plan. I, II, III, V, IX, XI, XII
- D. Participate as required to fulfill your team position and assist others as needed. III, X, XI
- E. Meet deadlines, requirements, goals and outcomes. V, VI, VII, IX, XI, XII
- F. Demonstrate use of acquired learning, mastery, resources and tools to develop a final, fully functional end product. V, VI, VII, IX, XI, XII

III. INSTRUCTIONAL PROCESSES:

Student will:

1. Acquire resources, tools and methods for game development and share resources, interactive coding and strategies with other students. (*Active learning Strategies, Communications Outcome*)
2. Learn, plan, schedule, execute, control, enhance, debug and meet deadlines. (*Active Learning Strategies*)
3. Apply game development techniques and/or programming and script-coding to novel problem situations to complete the desired project (simulation). (*Active Learning Strategies, Social/Behavioral Sciences Outcome*)
4. Complete all tasks as assigned as a member of the team in an efficient manner meeting the scheduling process expectations. (*Active Learning Strategies, Social/Behavioral Sciences Outcome*)
5. Effectively utilize the resources provided and other sources of research to create functional elements and two working finished products. (*Active Learning Strategies, Technological Literacy Outcome*)

IV. EXPECTATIONS FOR STUDENT PERFORMANCE: (linked to "Course Objectives")

1. Demonstrate knowledge of game usage and development. (A, F, G)
2. Interact and participate, help, provide and contribute to the project. (B, D, E)
3. Generate working code or develop essential game elements that will demonstrate game play and simulations of real-world actions and outcomes. (B, C, D, E, F)
4. Demonstrate proficiency of the tools being used (A, B, C, D, E, F)
5. Use software and online resources as needed. (B, C, D, E, F, G)
6. Create an end product that complies with other elements being contributed by others (B, C, D, G, E)
7. Demonstrate the final product. (A, B, C, D, F)

V. EVALUATION:

A. **Testing Procedure:**

Students will be evaluated on contributions provided, ability to interact and meet all goals, meet scheduling and timeline constraints, provide assistance to others and present the midterm and final product presentation.

B. **Laboratory Expectations:**

Lab is part of this lecture/lab course and attendance is required. Assignments and projects will be given and must be completed and handed in at the designated date. The student is expected to turn in all required documentation for each lab.

C. **Field Work:** N/A

D. Other Evaluation Methods:

Class participation and online activities/homework will also comprise the final grade for the course.

E. Grading Scale:

93 – 100	A
88 – 92	B+
83 – 87	B
78 – 82	C+
73 – 77	C
65 – 72	D
Below 65	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. (*Pellissippi State Online Catalog*)

B. Academic Dishonesty:

Plagiarism, cheating and other forms of academic dishonesty are prohibited. A student guilty of academic misconduct, either directly or indirectly through participation or assistance, is immediately responsible to the instructor of the class. In addition to other possible disciplinary sanctions that 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. Computer Usage Guidelines:

College-owned or –operated computing resources are provided for use by students of Pellissippi State. All students are responsible for the usage of Pellissippi State's computing resources in an effective, efficient, ethical and lawful manner. (*Pellissippi State Online Catalog*)

D. Accommodation 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 Goins134 or 126 or by phone: 694-6751(Voice/TTY) or 539-7153. More information is available at www.pstcc.edu/departments/swd/