



**2017-2018**

# **Video Game Design**

## **OUTLINE**

### **DESCRIPTION:**

Video Game Design is for anyone who loves computer games and wants to try to make them for themselves. The course provides students the opportunity to learn both the theory and application of gaming ideas, while providing basic instruction and principles of video game development. Video Game Design will introduce students to the Video Game Design Industry and the basic components and processes required to produce an interactive video game for market. The students will study the history of video games and analyze successful design aspects. Career opportunities and industry standards will be researched. Activities in this course include work-based learning that connects students to industry and the local community.

***Video Game Design has been UC a-g approved to meet the elective (“g” – Interdisciplinary) requirement.***

### **INFORMATION:**

- A. Pre-requisite: Art of Animation (Recommended)
- B. Length: One year
- C. Sector: Arts, Media, and Entertainment
- D. Pathway: Game Design and Integration

<b>O*Net SOC Codes</b>	
<b>Code #</b>	<b>Title</b>
15.1199.11	Video Game Designer
27.1014.00	Multi-Media Artists and Animators
27.1024.00	Graphic Designer

<b>Orientation</b>
<ul style="list-style-type: none"><li>A. Introduce the course and facilities.</li><li>B. Discuss the syllabus and major objectives.</li><li>C. Explain applicable classroom management procedures, the ROP Student Rules of Conduct, and any operational guidelines.</li><li>D. Review instructor/student expectations.</li><li>E. Explain enrollment and attendance requirements and procedures.</li><li>F. Review grading and student evaluation procedures.</li><li>G. Discuss the community classroom aspect of the program if applicable.</li><li>H. Discuss the “next steps” related to additional education, training, and employment.</li><li>I. Review classroom safety, emergency and disaster procedures.</li></ul>
<b>1. Communication Skills</b>
<ul style="list-style-type: none"><li>A. Demonstrate positive verbal communication skills using appropriate vocabulary, demeanor, and vocal tone in the classroom and/or worksite.</li><li>B. Read and interpret written information and directions.</li><li>C. Practice various forms of written communication appropriate to the occupation.</li><li>D. Practice positive body language skills.</li><li>E. Practice professional verbal skills for resolving a conflict.</li><li>F. Demonstrate active listening skills including techniques for checking for understanding, and for obtaining clarification of directions.</li></ul>
<b>2. Interpersonal Skills</b>
<ul style="list-style-type: none"><li>A. Demonstrate positive teamwork skills by contributing to a group effort.</li><li>B. Practice the importance of diversity awareness and sensitivity in the workplace.</li><li>C. Define sexual harassment in the workplace and identify the employee’s role and responsibility.</li><li>D. Practice participation skills.</li><li>E. Identify different personality types and strategies for working effectively with each type.</li><li>F. Practice business and social etiquette skills appropriate to the occupation.</li><li>G. Discuss the role of business and personal ethics in the decision-making process.</li><li>H. Evaluate various job-related scenarios and justify decisions based on ethics.</li><li>I. Demonstrate flexibility and adaptability in working with others.</li><li>J. Demonstrate the use of time management skills.</li></ul>

### 3. Employability Skills

- A. Demonstrate appropriate attendance and punctuality practices for the classroom and worksite if applicable.
- B. Prepare a resume, cover letter, and job application forms.
- C. Demonstrate interviewing techniques using appropriate tone and body language.
- D. Demonstrate appropriate dress and grooming standards in seeking employment and for the workplace.
- E. Identify strategies for employment retention.
- F. Analyze the impact of social networking on employability.
- G. Identify the need for continuing education, professional development, and professional growth in chosen field.
- H. Identify appropriate procedures for leaving a job.
- I. Identify sources of job information, including electronic sources.
- J. Review company policies and current trends in employee compatibility screening, drug screening, and background checks.

### 4. Leadership

- A. Define leadership and identify the responsibilities, competencies, and behaviors of successful leaders.
- B. Work with peers to promote divergent and creative perspectives.
- C. Demonstrate how to organize and structure work, individually and in teams, for effective performance and the attainment of goals.
- D. Explain multiple approaches to conflict resolution and their appropriateness for a variety of situations in the workplace.
- E. Employ ethical behaviors and actions that positively influence others.
- F. Use a variety of means to positively impact the direction and actions of a team or organization.
- G. Analyze the short-term and long-term effects a leader's actions and attitudes can have on productivity, morale, and organizational culture.

### 5. Personal and Occupational Safety

- A. Demonstrate procedures to be followed in the case of emergencies.
- B. Discuss ways to report a potential safety hazard to a supervisor.
- C. Identify and discuss cyber ethics, cyber safety, and cyber security.
- D. Apply personal safety practices to and from the job.
- E. Describe the procedure for reporting a work-related hazard or injury.
- F. Recognize the effects of substance abuse in the workplace.

## 6. History of Video Games

- A. Describe the history of the computer game industry.
- B. Identify, list, and describe the different genres of video games.
- C. Identify and describe current trends in the video game industry.
- D. Describe how technology has influenced the game industry.
- E. Describe the history of games in general and their purpose.
- F. Identify influential people, companies, laws, and games in the history of video games.
- G. Describe how advances in technology have affected video game development.

## 7. Video Game Industry

- A. Identify, list, and describe the roles of the different development team positions and how those roles relate to one another.
- B. Describe the role of mods in video games.
- C. Identify review methods and systems, both past and present, and how they affect game development and sales.
- D. Identify bugs in video games and reasons why games with bugs are released to the public.
- E. Describe the role of ethics, non-disclosure agreements, intellectual property, royalties, and copyright in the computer game industry.
- F. Describe the roles of public relations and media in marketing.
- G. Describe the roles of publishers, manufacturers, and distributors in video game sales.
- H. Describe the economics of the video game industry.
- I. Describe the advantages and disadvantages of the various avenues of game distribution.
- J. Describe the role of game patches and downloadable content.
- K. Identify, list, and describe the hardware and software commonly used within the video game industry.
- L. Identify challenges of women and minorities in the video game industry.
- M. Describe marketing and public relations in the game industry.
- N. Describe the role of machinima and communities.

## 8. Design Theory

- A. Describe the elements needed to create a game in each genre.
- B. Identify and list the different demographics, geographics, and psychographics of video game players.
- C. Identify common player control schemes in the different video game genres.
- D. Identify, list, and describe the parts of the development cycle of a video game.
- E. Analyze and create non-digital games.
- F. Describe level design and environmental design.
- G. Describe the role of brainstorming in game development.
- H. Describe the role of documentation in the video game development process.

- I. Describe the role of achievements and rewards in video games.
- J. Describe emergence in video games.
- K. Describe the roles of cooperation and competition in multiplayer video games.
- L. Describe the challenges of creating realism in video games.
- M. Describe the role of reference material in game design.
- N. Describe how prototyping is used in the game development process.
- O. Compare and contrast linear and non-linear game progression and their advantages and disadvantages.
- P. Describe the role of artificial intelligence in video game design.
- Q. Describe the roles of cheat codes and exploits in video games.
- R. Describe the role of customization within games.

## 9. Storytelling and Character Development

- A. Describe the role that story plays in the different video game genres.
- B. Describe the effect of plot, pacing and conflict on the game mechanics of a story based game.
- C. Create a storyboard.
- D. Write character dialogue.
- E. Compare and contrast two dimensional and three dimensional characters and their roles in video games.
- F. Describe how story impacts player emotions.
- G. Describe the role of supporting characters and non-player characters.
- H. List and describe the different parts of the Hero's Journey.
- I. Develop a fictional character including backstory, motivation, and character traits.
- J. Compare and contrast first person and third person characters and how that affects the story told in video games.
- K. Describe the hero archetype.

## 10. The Art of Video Games

- A. Describe the components of video game art as it relates to each genre.
- B. Design and create a user interface.
- C. Compare and contrast the roles of 2D and 3D animation including motion capture.
- D. Describe the use of visuals in game design.
- E. Compare and contrast the advantages and disadvantages of 2D and 3D art in video games.
- F. Identify and list the different camera controls and angles in video games.
- G. Describe the parts of a 3D model including vertices, lines, polygons, unwrapping, texture, and bones.
- H. Describe the role of cinematics and cut scenes in video games.
- I. Describe how color and lighting affects scenes in video games.
- J. Describe the role of special effects in video games.

- K. Create special effects.
- L. Describe the elements of game art are that are emphasized in the different genres of video games.
- M. Create the art for a character archetype.
- N. Create background art.
- O. Create game assets.

## 11. Game Development Process

- A. Create 2D sprites and 3D models for a video game.
- B. Create a 2D game and environments.
- C. Create a game design document.
- D. Describe and identify the game development pipeline.
- E. Create a video game level.
- F. Create a design portfolio.
- G. Create a flow chart for a game.
- H. Write a pitch for a video game.
- I. Create a video game prototype.
- J. Create video game scripts.
- K. Identify methods for publishing and marketing video games.
- L. Compare and contrast the roles of the game design document and SCRUM/agile game development including their advantages and disadvantages.
- M. Describe the entire video game process from beginning to release.

## Key Assignments

Assignment	Competencies	Career Ready Practices	Anchor Standards	Pathway Standards	CCSS
1. Students will participate in mock interviews that represent current industry practices (e.g., skills demonstrations, resumes, applications, portfolios, personal websites, etc.).	1A, B, D 3B, C, D, I, J	2 3	2 3		LS 11-12.6 SLS 11-12.2
2. Students will design a new, non-digital prototype of a game.	1A-C, F 2D, J 8E, N 10O	10 11	5 8 9 10	D2.0	ETS1.A ETS1.C
3. Students will design and create a demo level video game. Each game must be playable and goal oriented.	1A-C, F 2D, J 7D 8C, F 10A, D, F, O 11A, B, E	5 10 11	4 5 8 10	D1.0 D3.0	ETS1.A ETS1.C
4. Students will design and create a functioning user interface, including start menus, game-over screens, and HUD. Students must document the rationale and theory behind their decisions.	1A-C, F 2D, J 10A, B, D, L, N, O 11A	2 10 11	2 4 5 8 10	D2.0	LS 11-12.2 RLST 11-12.7 ETS1.B
5. Students will research the elements that make a strong video game character. Students will develop and present an original fictional character including back story, motivation, and character traits.	1A-D, F 2D, F, J 3D 6C 7F 9A, E, F, I 10M	2 10 11	2 4 8	D1.0	LS 11-12.1 LS 11-12.2 LS 11-12.3
6. Students will complete a GDD (game design document) that	1A-C, F	2	2	D2.0	LS 11-12.4

Assignment	Competencies	Career Ready Practices	Anchor Standards	Pathway Standards	CCSS
includes story, characters, gameplay, art, sound and music, game controls, design (level/environment), asset list, game flow, user interface, and project timeline.	2D, J 7A, K 8C, D, F-H, M, P 9A-C, E, G, I, J 10A-F, H, I, J, L 11C, D, G, L, M	10 11	4 8 10	D6.0	LS 11-12.6 WS 11-12.7 WHSST 11-12.4
7. Following a completed GDD, students will develop the game as written.	1A-C, F 2D, J 7A, D, K 8C, D, F, H, N 9B 10B, D-G, I-K, M-O 11A, B, D, E, I, J, M	5 10	4 5 8 10 11	D3.0 D4.0 D6.0 D10.0	RSIT 11-12.1 RLST 11-12.5 ETS1.C
8. Using another students' GDD, students will analyze the plausibility of the game, create the game, and defend any changes that were necessary.	1A - F 2A, D, F, J 7A, D, K 8C, D, F, H, N 9B 10B, D-G, I-K, M-O 11A, B, D, E, I, J, M	2 5 10	2 4 5 8 10 11	D3.0 D4.0 D5.0 D6.0 D10.0	RLST 11-12.1 RLST 11-12.5 RLST 11-12.6 ETS1.C
9. Imitating industry practices, students will redesign a game based on random and unexpected directives made by the teacher.	1A - F 2A, D, F, J 7A, D, K	5 10	4 5 8	D3.0 D4.0 D10.0	ETS1.A ETS1.C



Assignment	Competencies	Career Ready Practices	Anchor Standards	Pathway Standards	CCSS
	8C, D, F, H, N 9B 10B, D-G, I-K, M-O 11A, B, D, E, I, J, M		10 11		
10. Students will design and create a video game to a specific target audience. (NOT high school or young adult)	1A-C, F 2D, J 7A, D, K 8B-D, F, H, N 9B 10B, D-G, I-K, M-O 11A, B, D, E, I, J, M	5 10 11 12	2 4 5 7 8 9 10 11	D1.0 D3.0 D4.0 D10.0	ETS1.A ETS1.C ETS2.B
11. Students will improve and enhance formerly designed games based on peer feedback and new skills learned.	1A-F 2D, J 11I	5 10 11	2 4 5 8 10 11	D3.0 D4.0 D5.0 D10.0	ETS1.C
12. In design teams, students will complete a video game utilizing all game design skills acquired during the course to be experienced by others at a school-wide event.	1A-F 2A, D-F, I, J 3A 7A, D, F, K, M 8C, D, F, G, H, N 9B 10B, D-G, I-K, M-O	2 5 9 10	2 4 5 7 8 9 10 11	D1.0 D2.0 D3.0 D4.0 D5.0 D6.0 D10.0	ETS1.A ETS1.B ETS1.C ETS2.B

# 2017-2018

Assignment	Competencies	Career Ready Practices	Anchor Standards	Pathway Standards	CCSS
	11A, B, D, E, I, J, M				

## Standards Assessed in this Program

### Career Ready Practices

1. Apply appropriate technical skills and academic knowledge.
2. Communicate clearly, effectively, and with reason.
3. Develop an education and career plan aligned to personal goals.
4. Apply technology to enhance productivity.
5. Utilize critical thinking to make sense of problems and persevere in solving them.
6. Practice personal health and understand financial well-being.
7. Act as a responsible citizen in the workplace and the community.
8. Model integrity, ethical leadership, and effective management.
9. Work productively in teams while integrating cultural/global competence.
10. Demonstrate creativity and innovation.
11. Employ valid and reliable research strategies.
12. Understand the environmental, social, and economic impacts of decisions.

### Anchor Standards

#### 2.0 Communications

- Acquire and use accurately sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats.

#### 3.0 Career Planning and Management

- Integrate multiple sources of career information from diverse formats to make informed career decisions, solve problems, and manage personal career plans.

#### 4.0 Technology

- Use existing and emerging technology, to investigate, research, and produce products and services, including new information, as required in the sector workplace environment.

#### 5.0 Problem Solving and Critical Thinking

- Conduct short, as well as more sustained, research to create alternative solutions to answer a question or solve a problem unique to the sector using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques.

#### 6.0 Health and Safety

- Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms, and domain-specific words and phrases as related to the sector workplace environment.

#### 7.0 Responsibility and Flexibility

- Initiate, and participate in, a range of collaborations demonstrating behaviors that reflect personal and professional responsibility, flexibility, and respect in the sector workplace environment and community settings.

#### 8.0 Ethics and Legal Responsibilities

- Practice professional, ethical, and legal behavior, responding thoughtfully to diverse perspectives and resolving contradictions when possible, consistent with applicable laws, regulations, and organizational norms.

## 9.0 Leadership and Teamwork

- Work with peers to promote divergent and creative perspectives, effective leadership, group dynamics, team and individual decision making, benefits of workforce diversity, and conflict resolution.

## 10.0 Technical Knowledge and Skills

- Apply essential technical knowledge and skills common to all pathways in the sector following procedures when carrying out experiments or performing technical tasks.

## Pathway Standards

### Arts, Media, and Entertainment - Game Design and Integration Pathway

**D1.0** Demonstrate understanding of current trends and the historical significance of both electronic and nonelectronic games. Students will analyze different game systems and identify how these systems have influenced consumer technology.

**D2.0** Analyze the core tasks and challenges of video game design and explore the methods used to create and sustain player immersion.

**D3.0** Acquire and apply appropriate game programming concepts and skills to develop a playable video game.

**D4.0** Students will demonstrate mastery of game art and multimedia, including music, sound, art, and animation.

**D5.0** Demonstrate an understanding of testing techniques used to evaluate, assess, rate, and review quality assurance of video games.

**D6.0** Understand the general procedures, documentation, and requirements of large scale game design projects. Examine and categorize the significant processes in the production of games.

**D10.0** Students will build a game that demonstrates teamwork and project management by creating a game design production plan that describes the game play, outcomes, controls, rewards, interface, and artistic style of a video game.

## Common Core State Standards

### ENGLISH LANGUAGE ARTS

#### Language Standards

**LS 11-12.1:** Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.

**LS 11-12.2:** Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

**LS 11-12.3:** Apply knowledge of language to understand how language functions in different contexts, to make effective choices for meaning or style, and to comprehend more fully when reading or listening.

**LS 11-12.4:** Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grades *11-12 reading and content*, choosing flexibly from a range of strategies.

**LS 11-12.6:** Acquire and use accurately general academic and domain-specific words and phrases, sufficient for reading, writing, speaking, and listening at the (career and college) readiness level, demonstrate independence in gathering vocabulary knowledge when considering a word or phrase

important to comprehension or expression.

## **Reading Standards for Information**

**RSIT 11-12.1:** Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text, including determining where the text leaves matters uncertain.

## **Reading Standards for Literacy in Science and Technical Subjects;**

**RLST 11-12.5:** Analyze how the text structures information or ideas into categories or hierarchies, demonstrating understanding of the information or ideas.

**RLST 11-12.7:** Integrate and evaluate multiple sources of information presented in diverse formats and media (e.g., quantitative data, video, multimedia) in order to address a question or solve a problem.

## **Speaking and Listening Standards**

**SLS 11-12.2:** Integrate multiple sources of information presented in diverse formats and media (e.g., visually, quantitatively, orally) in order to make informed decisions, and solve problems, evaluating the credibility and accuracy of each source and noting any discrepancies among the data.

**SLS 9-10. 11-12.1:** Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners, building on others ideas and expressing their own clearly and persuasively.

**SLS 11-12.1d:** Respond thoughtfully to diverse perspectives, synthesize comments, claims and evidence made on all sides of an issue, resolve contradictions when possible, and determine what additional information or research is required to deepen the investigation or complete the work.

## **Writing Standards**

**WS 11-12.6:** Use technology, including the Internet, to produce, publish, and update individual or shared writing products in response to ongoing feedback including new arguments and information.

**WS 11-12.7:** Conduct short as well as more sustained research projects to answer a question (including a self-generated question) or solve a problem, narrow or broaden the inquiry when appropriate, synthesize multiple sources on the subject, demonstrating understanding of the subject under investigation.

## **Writing Standards for Literacy in History/Social Studies, Science, and Technical Subjects**

**WHSST 11-12.4:** Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.

## **MATHEMATICS**

### **Engineering, Technology, and the Applications of Science**

**ETS1.A:** Defining and Delimiting an Engineering Problem

**ETS1.B:** Developing Possible Solutions

**ETS1.C:** Optimizing the Design Solution

**ETS2.B:** Influence of Engineering, Technology, and Science on Society and the Natural World