

Wyoming Department of Education Required Virtual Education Course Syllabus			
Niobrara County School District # 1			
Program Name	Wyoming Virtual Academy	Content Area	VE
Course ID	TCH-071V2-G	Grade Level	9-12
Course Name	Game Design I	# of Credits	0.5
SCED Code	10205G0.5011	Curriculum Type	K12 Inc
COURSE DESCRIPTION			
<p><i>Typically a 9-week course. Are you a gamer? Do you enjoy playing video games or coding? Does the idea of creating and designing your own virtual world excite you? If so, this is the course for you! When it comes to video game design, the possibilities are endless! Tap into your creative and technical skills as you learn about the many aspects involved with designing video games. With this course, you'll learn about different video game software and hardware; various gaming platforms; the technical skills necessary to design games; troubleshooting and Internet safety techniques; the history of gaming; and you'll even have the opportunity to create your very own plan for a 2D video game! With the knowledge and skills you'll gain in this course, you can take your hobby and turn it into a potential career. Game Design 1 allows you to go from simply being a player in a virtual world, to actually creating one!</i></p>			
WYOMING CONTENT AND PERFORMANCE STANDARDS			
STANDARD#	BENCHMARK (Standard/Indicator) Use the Standards and Benchmarks as Spreadsheets		
CV12.1.1	College and career-ready students evaluate current knowledge and interests in order to set career goals.		
CV12.1.2	College and career-ready students explore careers including outlook, salary, needed training, duties and lifestyle utilizing all available resources including mentors and industry experts.		
CV12.1.3	College and career-ready students prepare an educational and career plan to enable them to gain desired knowledge and experience.		
CV12.1.4	College and career-ready students demonstrate employability skills that enable them to be responsible and contributing citizens and employees.		
CV12.2.1	College and career-ready students communicate clearly, effectively, and with reason.		
CV12.2.2	College and career-ready students identify and model integrity, ethical leadership and effective management skills.		
CV12.2.3	College and career-ready students work productively in teams while using cultural global competence.		
CV12.2.4	College and career-ready students apply safe, legal, and responsible use of information and technology as appropriate to the task.		
CV12.3.1	College and career-ready students identify and define authentic problems and significant questions for investigation.		
CV12.3.2	College and career-ready students identify trends, forecast possibilities, and explore complex systems and issues.		
CV12.3.3	College and career-ready students employ valid and reliable research strategies and apply prior knowledge to solve a problem or complete a project.		
CV12.3.4	College and career-ready students demonstrate creativity and innovation while considering the environmental, social, and economic impacts of decisions.		
CV12.4.1	College and career-ready students produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. (*CCSS W.11.4)		

CV12.4.2	College and career-ready students determine the meaning of symbols, key terms, and other content-specific words and phrases as they are used in technical context. (*Adapted from CCSS RL.9.11)
CV12.4.3	College and career-ready students acquire, manipulate, analyze, diagnose, and/or report information, using the appropriate technology.
CV12.4.4	College and career-ready students precisely follow a complex multistep procedure when performing technical tasks. (*Adapted from CCSS RL.9.3)
CV12.5.1	College and career-ready students manage resources to develop, analyze, and implement systems and applications.
CV12.5.2	College and career-ready students productively complete tasks taking constraints, priorities and resources into account.
CV12.5.3	College and career-ready students safely and ethically use current industry-standard tools and emerging technologies.
CV12.5.4	College and career-ready students utilize technology to develop innovative solutions or products.

SCOPE AND SEQUENCE

UNIT OUTLINE	STANDARD#	OUTCOMES OBJECTIVES/STUDENT CENTERED GOALS
1. Games and Gameplay 1.00 Unit Summary 1.00 What Will You Learn in This Unit? 1.01 Games and Gameplay Introduction 1.02 Skill or Chance-		1. Explain the four basic elements of games. 2. Describe the difference between gameplay and game mechanics. 3. Understand how mastery contributes to a game's success or failure. 4. Discuss common game mechanics found in your favorite games.
1. Games and Gameplay 1.03 It's How You Play the Game-		1. Explain the four basic elements of games. 2. Describe the difference between gameplay and game mechanics. 3. Understand how mastery contributes to a game's success or failure. 4. Discuss common game mechanics found in your favorite games.
1. Games and Gameplay 1.04 Game Mechanics-		1. Explain the four basic elements of games. 2. Describe the difference between

		<p>gameplay and game mechanics.</p> <p>3. Understand how mastery contributes to a game's success or failure.</p> <p>4. Discuss common game mechanics found in your favorite games.</p>
<p>1. Games and Gameplay- 1.05 Text Questions</p> <p>1.11 Discussion 1</p> <p>1.12 Discussion 2</p>	<p>CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.3, CV12.4.1, CV12.4.2, CV12.4.3</p>	<p>1. Explain the four basic elements of games.</p> <p>2. Describe the difference between gameplay and game mechanics.</p> <p>3. Understand how mastery contributes to a game's success or failure.</p> <p>4. Discuss common game mechanics found in your favorite games.</p>
<p>1. Games and Gameplay- 1.06 Activity 1</p>	<p>CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.3, CV12.4.1, CV12.4.2, CV12.4.3</p>	<p>1. Explain the four basic elements of games.</p> <p>2. Describe the difference between gameplay and game mechanics.</p> <p>3. Understand how mastery contributes to a game's success or failure.</p> <p>4. Discuss common game mechanics found in your favorite games.</p>
<p>1. Games and Gameplay-</p>		<p>1. Explain the four basic elements of games.</p> <p>2. Describe the difference between gameplay and game mechanics.</p> <p>3. Understand how mastery contributes to a game's success or failure.</p> <p>4. Discuss common game mechanics found in your favorite games.</p>
<p>1. Games and Gameplay- 1.07 Activity 2</p>		<p>1. Explain the four basic elements of games.</p> <p>2. Describe the difference between gameplay and game mechanics.</p> <p>3. Understand how mastery contributes to a game's success or failure.</p> <p>4. Discuss common game mechanics</p>

		found in your favorite games.
1. Games and Gameplay 1.08 Quiz Review 1.09 Quiz Game-		<ol style="list-style-type: none"> 1. Explain the four basic elements of games. 2. Describe the difference between gameplay and game mechanics. 3. Understand how mastery contributes to a game's success or failure. 4. Discuss common game mechanics found in your favorite games.
1. Games and Gameplay- 1.10 Quiz: Games and Gameplay		<ol style="list-style-type: none"> 1. Explain the four basic elements of games. 2. Describe the difference between gameplay and game mechanics. 3. Understand how mastery contributes to a game's success or failure. 4. Discuss common game mechanics found in your favorite games.
2. Video Games: A Historical Reboot 2.00 Unit Summary 2.00 What Will You Learn in This Unit? 2.01 Video Games: A Historical Reboot Introduction-		<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics. 3. Identify an example of a hardware constraint for video games and how it was overcome. 4. Describe the technological developments that contributed to the video game industry.
2. Video Games: A Historical Reboot 2.02 Technology of Early Video Games-		<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics. 3. Identify an example of a hardware constraint for video

		<p>games and how it was overcome.</p> <p>4. Describe the technological developments that contributed to the video game industry.</p>
<p>2. Video Games: A Historical Reboot 2.03 Busted (1980s0-</p>		<p>1. Understand the functions of the components of a game console.</p> <p>2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics.</p> <p>3. Identify an example of a hardware constraint for video games and how it was overcome.</p> <p>4. Describe the technological developments that contributed to the video game industry.</p>
<p>2. Video Games: A Historical Reboot 2.04 The More the Merrier-</p>		<p>1. Understand the functions of the components of a game console.</p> <p>2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics.</p> <p>3. Identify an example of a hardware constraint for video games and how it was overcome.</p> <p>4. Describe the technological developments that contributed to the video game industry.</p>
<p>2. Video Games: A Historical Reboot- 2.05 Text Questions 2.10 Discussion 1 2.11 Discussion 2</p>		<p>1. Understand the functions of the components of a game console.</p> <p>2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics.</p> <p>3. Identify an example of a hardware constraint for video games and how it was overcome.</p> <p>4. Describe the technological developments that contributed to the video game industry.</p>

<p>2. Video Games: A Historical Reboot- 2.06 Activity</p>	<p>CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.2, CV12.3.3, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4</p>	<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics. 3. Identify an example of a hardware constraint for video games and how it was overcome. 4. Describe the technological developments that contributed to the video game industry.
<p>2. Video Games: A Historical Reboot-</p>		<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics. 3. Identify an example of a hardware constraint for video games and how it was overcome. 4. Describe the technological developments that contributed to the video game industry.
<p>2. Video Games: A Historical Reboot 2.07 Quiz Review 2.08 Quiz Game-</p>		<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in computer games with graphing knowledge from mathematics. 3. Identify an example of a hardware constraint for video games and how it was overcome. 4. Describe the technological developments that contributed to the video game industry.
<p>2. Video Games: A Historical Reboot- 2.10 Quiz: Video Games: A Historical Reboot</p>	<p>CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.2, CV12.3.3, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4</p>	<ol style="list-style-type: none"> 1. Understand the functions of the components of a game console. 2. Explain the way 2-D and 3-D graphics are rendered in

		<p>computer games with graphing knowledge from mathematics.</p> <p>3. Identify an example of a hardware constraint for video games and how it was overcome.</p> <p>4. Describe the technological developments that contributed to the video game industry.</p>
<p>3. What is Game Design? 3.00 Unit Summary 3.00 What Will You Learn in This Unit? 3.01 What is Game Design? Introduction-</p>		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
<p>3. What is Game Design? 3.02 Stages of Development-</p>		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
<p>3. What is Game Design? 3.03 Finding Ideas for Games-</p>		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
<p>3. What is Game Design?- 3.04 Text Questions 3.09 Discussion 1 3.10 Discussion 2</p>		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p>

		<p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
3. What is Game Design?-		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
3. What is Game Design?- 3.05 Activity	CV12.1.1, CV12.1.2, CV12.1.3, CV12.1.4, CV12.2.1, CV12.2.2, CV12.2.4, CV12.4.1, CV12.4.2	<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
3. What is Game Design?-		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.</p>
3. What is Game Design? 3.06 Quiz Review 3.07 Quiz Game-		<p>1. Describe the various roles on a game development team.</p> <p>2. Explain the game design process, from concept to finished game.</p> <p>3. List software commonly used in game development.</p> <p>4. Analyze a game idea through the proper filters to</p>

		determine whether it is a feasible idea.
3. What is Game Design?- 3.08 Quiz: What is Game Design?	CV12.1.1, CV12.1.2, CV12.1.3, CV12.1.4, CV12.2.1, CV12.2.2, CV12.2.4, CV12.4.1, CV12.4.2	<ol style="list-style-type: none"> 1. Describe the various roles on a game development team. 2. Explain the game design process, from concept to finished game. 3. List software commonly used in game development. 4. Analyze a game idea through the proper filters to determine whether it is a feasible idea.
4. Into the Nitty-Gritty 4.00 Unit Summary 4.00 What Will You Learn in This Unit? 4.01 Into the Nitty-Gritty Introduction-		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
4. Into the Nitty-Gritty 4.02 Player Choice-		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
4. Into the Nitty-Gritty 4.03 Narrative Elements-		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.

<p>4. Into the Nitty-Gritty- 4.04 Text Questions 4.10 Discussion 1 4.11 Discussion 2</p>		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
<p>4. Into the Nitty-Gritty- 4.05 Activity 1</p>		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
<p>4. Into the Nitty-Gritty-</p>		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
<p>4. Into the Nitty-Gritty- 4.06 Activity 2</p>	<p>CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.2, CV12.3.3, CV12.3.4, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4</p>	<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views are different, giving examples of each. 3. Define player immersion and show how immersion can be enhanced through different elements of game design.
<p>4. Into the Nitty-Gritty 4.07 Quiz Review 4.08 Quiz Game-</p>		<ol style="list-style-type: none"> 1. Differentiate between player-centric and designercentric game design. 2. Explain how point-of-view and game camera views

		<p>are different, giving examples of each.</p> <p>3. Define player immersion and show how immersion can be enhanced through different elements of game design.</p>
4. Into the Nitty-Gritty- 4.09 Quiz: Into the Nitty Gritty	CV12.2.1, CV12.2.4, CV12.3.1, CV12.3.2, CV12.3.3, CV12.3.4, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<p>1. Differentiate between player-centric and designercentric game design.</p> <p>2. Explain how point-of-view and game camera views are different, giving examples of each.</p> <p>3. Define player immersion and show how immersion can be enhanced through different elements of game design.</p>
5. Let's Make a Game! 5.00 Unit Summary 5.00 What Will You Learn in This Unit? 5.01 Let's Make a Game! Introduction-		<p>1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.</p>
5. Let's Make a Game! 5.02 Let's Make Something: Level Set-Up 5.03 Make Something Happen: Programmig Concepts-		<p>1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.</p>
5. Let's Make a Game!- 5.04 Text Questions 5.10 Discussion 1 5.11 Discussion 2		<p>1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.</p>
5. Let's Make a Game!- 5.05 Activity 1		<p>1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the</p>

		mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.
5. Let's Make a Game!-		1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.
5. Let's Make a Game!- 5.06 Activity 2	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.
5. Let's Make a Game! 5.07 Quiz Review 5.08 Quiz Game-		1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.
5. Let's Make a Game!- 5.09 Quiz: Let's Make a Game!	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	1. Move between the four main views in Unity. 2. Explain how video games apply physics concepts, such as friction, drag, and collision. 3. Describe how video games apply the mathematical concept of a 3-dimensional space, or a 3-axis coordinate system. 4. Write a simple script in Unity.
Midterm Exam-		
6. Programming Concepts 6.00 Unit Summary 6.00 What Will You Learn in This Unit? 6.01 Programming Concepts Introduction-		1. Define common mathematical terms as they relate to programming languages. 2. Set up keyboard controls for a game object. 3. Write a simple conditional statement to create an action in the video game that

		<p>occurs because of a related action.</p> <p>4. Ensure that code is free of typical errors.</p>
<p>6. Programming Concepts 6.02 Coding Combat Mechanics-</p>		<p>1. Define common mathematical terms as they relate to programming languages.</p> <p>2. Set up keyboard controls for a game object.</p> <p>3. Write a simple conditional statement to create an action in the video game that occurs because of a related action.</p> <p>4. Ensure that code is free of typical errors.</p>
<p>6. Programming Concepts 6.03 Errors Come with the Territory-</p>		<p>1. Define common mathematical terms as they relate to programming languages.</p> <p>2. Set up keyboard controls for a game object.</p> <p>3. Write a simple conditional statement to create an action in the video game that occurs because of a related action.</p> <p>4. Ensure that code is free of typical errors.</p>
<p>6. Programming Concepts- 6.04 Text Questions 6.08 Discussion 1 6.09 Discussion 2</p>		<p>1. Define common mathematical terms as they relate to programming languages.</p> <p>2. Set up keyboard controls for a game object.</p> <p>3. Write a simple conditional statement to create an action in the video game that occurs because of a related action.</p> <p>4. Ensure that code is free of typical errors.</p>
<p>6. Programming Concepts-</p>		<p>1. Define common mathematical terms as they relate to programming languages.</p> <p>2. Set up keyboard controls for a game object.</p> <p>3. Write a simple conditional statement to create an action in the video game that occurs because of a related action.</p> <p>4. Ensure that code is free of typical errors.</p>

6. Programming Concepts- 6.05 Activity	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Define common mathematical terms as they relate to programming languages. 2. Set up keyboard controls for a game object. 3. Write a simple conditional statement to create an action in the video game that occurs because of a related action. 4. Ensure that code is free of typical errors.
6. Programming Concepts-		<ol style="list-style-type: none"> 1. Define common mathematical terms as they relate to programming languages. 2. Set up keyboard controls for a game object. 3. Write a simple conditional statement to create an action in the video game that occurs because of a related action. 4. Ensure that code is free of typical errors.
6. Programming Concepts 6.06 Quiz Game-		<ol style="list-style-type: none"> 1. Define common mathematical terms as they relate to programming languages. 2. Set up keyboard controls for a game object. 3. Write a simple conditional statement to create an action in the video game that occurs because of a related action. 4. Ensure that code is free of typical errors.
6. Programming Concepts- 6.07 Quiz: Programming Concepts	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Define common mathematical terms as they relate to programming languages. 2. Set up keyboard controls for a game object. 3. Write a simple conditional statement to create an action in the video game that occurs because of a related action. 4. Ensure that code is free of typical errors.
7. Level Design 7.00 Unit Summary 7.00 What Will You Learn in This Unit? 7.01 Level Design Introduction-		<ol style="list-style-type: none"> 1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level

		design. 4. Design a game environment that supports the gameplay of your prototype.
7. Level Design 7.02 Let's Design a Level!-		1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the gameplay of your prototype.
7. Level Design 7.03. Texture Painting on Terrains-		1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the gameplay of your prototype.
7. Level Design 7.04 Making Levels-		1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the gameplay of your prototype.
7. Level Design- 7.05 Text Questions 7.09 Discussion 1 7.10 Discussion 2		1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the gameplay of your prototype.

7. Level Design-		<ol style="list-style-type: none"> 1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the <u>gameplay of your prototype.</u>
7. Level Design- 7.06 Activity	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the <u>gameplay of your prototype.</u>
7. Level Design 7.07 Quiz Game-		<ol style="list-style-type: none"> 1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the <u>gameplay of your prototype.</u>
7. Level Design- 7.08 Quiz: Level Design	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Explain the difference between portals and occluders. 2. Apply the correction cycle to your game prototype so that players have a way to practice and improve within your game. 3. Avoid common bugs in level design. 4. Design a game environment that supports the <u>gameplay of your prototype.</u>
8. Art Production in 2D and 3D Games 8.00 Unit Summary 8.00 What Will You Learn in This Unit? 8.01 Art Production in 2D and 3D Games Introduction-		<ol style="list-style-type: none"> 1. Describe how a game's art might represent a particular culture or historical time period.

		<p>2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations.</p> <p>3. Categorize visual art software according to its function.</p> <p>4. Create a seamless texture to use in your game prototype.</p>
<p>8. Art Production in 2D and 3D Games 8.02 Art Techniques and Workflows-</p>		<p>1. Describe how a game's art might represent a particular culture or historical time period.</p> <p>2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations.</p> <p>3. Categorize visual art software according to its function.</p> <p>4. Create a seamless texture to use in your game prototype.</p>
<p>8. Art Production in 2D and 3D Games 8.03 Principles of Animation-</p>		<p>1. Describe how a game's art might represent a particular culture or historical time period.</p> <p>2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations.</p> <p>3. Categorize visual art software according to its function.</p> <p>4. Create a seamless texture to use in your game prototype.</p>

<p>8. Art Production in 2D and 3D Games- 8.04 Text Questions 8.09 Discussion1 8.10 Discussion 2</p>		<ol style="list-style-type: none"> 1. Describe how a game’s art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations. 3. Categorize visual art software according to its function. 4. Create a seamless texture to use in your game prototype.
<p>8. Art Production in 2D and 3D Games- 8.05 Activity 1</p>	<p>CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4</p>	<ol style="list-style-type: none"> 1. Describe how a game’s art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations. 3. Categorize visual art software according to its function. 4. Create a seamless texture to use in your game prototype.
<p>8. Art Production in 2D and 3D Games-</p>		<ol style="list-style-type: none"> 1. Describe how a game’s art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations. 3. Categorize visual art software according to

		<p>its function.</p> <p>4. Create a seamless texture to use in your game prototype.</p>
8. Art Production in 2D and 3D Games- 8.06 Activity 2	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Describe how a game's art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations. 3. Categorize visual art software according to its function. 4. Create a seamless texture to use in your game prototype.
8. Art Production in 2D and 3D Games 8.07 Quiz Game-		<ol style="list-style-type: none"> 1. Describe how a game's art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge needed for these specializations. 3. Categorize visual art software according to its function. 4. Create a seamless texture to use in your game prototype.
8. Art Production in 2D and 3D Games- 8.08 Quiz: Art Production in 2D and 3D Games	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Describe how a game's art might represent a particular culture or historical time period. 2. List the different specializations within video game art and give examples of the background knowledge

		<p>needed for these specializations.</p> <p>3. Categorize visual art software according to its function.</p> <p>4. Create a seamless texture to use in your game prototype.</p>
<p>9. Balancing and Ramping Gameplay 9.00 Unit Summary 9.00 What Will You Learn in This Unit? 9.01 Balancing and Ramping Gameplay Introduction-</p>		<p>1. Describe the different elements that give your game good balance.</p> <p>2. Demonstrate the ramping involved in your video game, from level to level.</p> <p>3. Explain the steps in the game testing cycle.</p> <p>4. Discuss how video games can be made accessible to people with different abilities.</p>
<p>9. Balancing and Ramping Gameplay 9.02 Ramping-</p>		<p>1. Describe the different elements that give your game good balance.</p> <p>2. Demonstrate the ramping involved in your video game, from level to level.</p> <p>3. Explain the steps in the game testing cycle.</p> <p>4. Discuss how video games can be made accessible to people with different abilities.</p>
<p>9. Balancing and Ramping Gameplay 9.03 Testing a Game-</p>		<p>1. Describe the different elements that give your game good balance.</p> <p>2. Demonstrate the ramping involved in your video game, from level to level.</p> <p>3. Explain the steps in the game testing cycle.</p> <p>4. Discuss how video games can be made accessible to people with different abilities.</p>
<p>9. Balancing and Ramping Gameplay- 9.04 Text Questions 9.09 Discussion 1 9.10 Discussion 2</p>		<p>1. Describe the different elements that give your game good balance.</p> <p>2. Demonstrate the ramping involved in your video game, from level to level.</p> <p>3. Explain the steps in the game testing cycle.</p> <p>4. Discuss how video games can be made accessible to people with different abilities.</p>

9. Balancing and Ramping Gameplay- 9.05 Activity 1	CV12.2.3, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Describe the different elements that give your game good balance. 2. Demonstrate the ramping involved in your video game, from level to level. 3. Explain the steps in the game testing cycle. 4. Discuss how video games can be made accessible to people with different abilities.
9. Balancing and Ramping Gameplay-		<ol style="list-style-type: none"> 1. Describe the different elements that give your game good balance. 2. Demonstrate the ramping involved in your video game, from level to level. 3. Explain the steps in the game testing cycle. 4. Discuss how video games can be made accessible to people with different abilities.
9. Balancing and Ramping Gameplay- 9.06 Activity 2	CV12.2.3, CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Describe the different elements that give your game good balance. 2. Demonstrate the ramping involved in your video game, from level to level. 3. Explain the steps in the game testing cycle. 4. Discuss how video games can be made accessible to people with different abilities.
9. Balancing and Ramping Gameplay 9.07 Quiz Game-		<ol style="list-style-type: none"> 1. Describe the different elements that give your game good balance. 2. Demonstrate the ramping involved in your video game, from level to level. 3. Explain the steps in the game testing cycle. 4. Discuss how video games can be made accessible to people with different abilities.
9. Balancing and Ramping Gameplay- 9.08 Quiz: Balancing and Ramping Gameplay	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Describe the different elements that give your game good balance. 2. Demonstrate the ramping involved in your video game, from level to level. 3. Explain the steps in the game testing cycle. 4. Discuss how video games can

		be made accessible to people with different abilities.
<p>10. Marketing Your Game 10.00 Unit Summary 10.00 Wht Will You Learn in This Unit 10.01 Marketing Your Game Introduction-</p>		<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers. 3. Develop a strategy for marketing your own game. 4. Evaluate a game in terms of government rating systems.
<p>10. Marketing Your Game 10.02 Your Marketing Plan or How to Make Fans and Influence Customers-</p>		<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers. 3. Develop a strategy for marketing your own game. 4. Evaluate a game in terms of government rating systems.
<p>10. Marketing Your Game- 10.04 Text Questions 10.09 Discussion 1 10.10 Discussion 2</p>		<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers. 3. Develop a strategy for marketing your own game. 4. Evaluate a game in terms of government rating systems.
<p>10. Marketing Your Game- 10.05 Activity 1</p>	<p>CV12.2.1, CV12.2.2, CV12.2.4, CV12.3.2, CV12.3.3, CV12.3.4, CV12.4.1, CV12.4.2, CV12.4.3, CV12.5.3, CV12.5.4</p>	<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence

		<p>video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers.</p> <p>3. Develop a strategy for marketing your own game.</p> <p>4. Evaluate a game in terms of government rating systems.</p>
<p>10. Marketing Your Game-</p>		<p>1. Discuss the legal considerations that go into marketing a game.</p> <p>2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers.</p> <p>3. Develop a strategy for marketing your own game.</p> <p>4. Evaluate a game in terms of government rating systems.</p>
<p>10. Marketing Your Game- 10.06 Activity 2</p>	<p>CV12.2.1, CV12.2.2, CV12.2.4, CV12.3.2, CV12.3.3, CV12.3.4, CV12.4.1, CV12.4.2, CV12.4.3, CV12.5.3, CV12.5.4</p>	<p>1. Discuss the legal considerations that go into marketing a game.</p> <p>2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers.</p> <p>3. Develop a strategy for marketing your own game.</p> <p>4. Evaluate a game in terms of government rating systems.</p>
<p>10. Marketing Your Game 10.07 Quiz Game-</p>		<p>1. Discuss the legal considerations that go into marketing a game.</p> <p>2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers.</p> <p>3. Develop a strategy for marketing your own game.</p> <p>4. Evaluate a game in terms of</p>

		government rating systems.
10. Marketing Your Game- 10.08 Quiz: Marketing Your Game	CV12.2.1, CV12.2.2, CV12.2.4, CV12.3.2, CV12.3.3, CV12.3.4, CV12.4.1, CV12.4.2, CV12.4.3, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers. 3. Develop a strategy for marketing your own game. 4. Evaluate a game in terms of government rating systems.
Final Exam- Final Exam	CV12.4.1, CV12.4.2, CV12.4.3, CV12.4.4, CV12.5.1, CV12.5.2, CV12.5.3, CV12.5.4	<ol style="list-style-type: none"> 1. Discuss the legal considerations that go into marketing a game. 2. Distinguish between the multiple agents that influence video game marketing: publishers, developers, marketers, distributors, retailers, and reviewers. 3. Develop a strategy for marketing your own game. 4. Evaluate a game in terms of government rating systems.