



Vision: To create an environment where our learners grow as individuals while gaining professional expertise and skills.

Mission: To offer inspiration through advanced instruction and authentic experiences.

Instructor: Jenn Clark

Email me at jennifer.clark@henry.k12.ga.us. Please allow 24 hours for a response. Conferences can be scheduled via the counselors between 7:45 and 8:15 am.

Game Design

Students completing this course will gain an understanding of the fundamental principles used at every stage of the game creation process. First, game genres and modes of play are explored in terms of the psychology of incentives, motivation to play, and social networking. Next, virtual characters and non-player characters are reviewed from concept drawing to 2D and 3D art, rigging, and animation. Finally, level design, storytelling, and animation are added to develop a virtual world around the characters. These same techniques are at work in training simulator systems, virtual shopping experiences, augmented reality, and many other important career options. Schools offering this program can provide a foundation of traditional drawing, illustration, and art courses to make way for the 2D and 3D animation, storytelling, character development, audio, and game technology. Various forms of technologies will be used to expose students to resources and application of computer science. Professional communication skills and practices, problem-solving, ethical and legal issues, and the impact of effective presentation skills are enhanced in this course to prepare students to be college and career ready. Employability skills are integrated into activities, tasks, and projects throughout the course standards to demonstrate the skills required by business and industry. Competencies in the co-curricular student organizations are integral components of both the employability skills standards and content standards for this course.

Course Objectives

AAS associates will

- Understand the fundamental principles used at every stage of the game creation process.
- Explore game genres and modes of play, focusing on:
 - Psychology of incentives
 - Motivation to play
 - Social networking
- Review virtual characters and non-player characters from concept drawing to:
 - 2D and 3D art

- Rigging
- Animation
- Develop virtual worlds through level design, storytelling, and animation.
- Apply game creation techniques to:
 - Training simulator systems
 - Virtual shopping experiences
 - Augmented reality
 - Other career options
- Provide a foundation in traditional drawing, illustration, and art courses.
- Teach 2D and 3D animation, storytelling, character development, audio, and game technology.
- Use various technologies to expose students to resources and applications of computer science.
- Enhance professional communication skills and practices.
- Develop problem-solving abilities and understanding of ethical and legal issues.
- Improve effective presentation skills.
- Integrate employability skills into activities, tasks, and projects to meet business and industry standards.
- Include competencies from co-curricular student organizations as integral components of the course standards.
- Prepare students to be college and career ready.

Required Supplies
<ul style="list-style-type: none"> ● Writing Utensil

Expectations for Academic Success
<ul style="list-style-type: none"> ● Attend class daily. ● Be prepared for class. ● Respect yourself and others. ● Ask questions. ● Contribute new ideas. ● Work hard, and give your best effort.

Grade Calculation

Summative Assessments = 40%	Formative Assessments = 40%
<ul style="list-style-type: none"> ● Authentic learning projects, exams, presentations, essays, labs 	<ul style="list-style-type: none"> ● Practice Work: classwork, homework, quizzes, labs, employability skills

Culminating Final Exam/Project = 20%

All courses will have a culminating exam or project that assesses associate learning of the semester's course content. This exam/project will be 20% of the overall course grade.

Attendance

Your presence in class matters.

Make-up Work

Absent associates are required to contact the instructor for make-up work before or after school, not during the middle of class. The associate will have the same number of days as they were absent to complete the make-up work.

Late Work Policy

Late work will be accepted up to 5 days after the due date and will not be accepted beyond that not even for partial credit.

Career and Technical Student Organizations [CTSOs]

In addition to course integration, we will have a once-per-month activity schedule where associates can participate in their CTSOs.