Computer Game Design I
Mr. Cain
Room 128 - South Campus
Room 158 - Central Campus
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Course Objective
The main objective of Computer Game Design is for students to begin to understand and develop skills that are necessary for individuals who want to produce video games.

Course Description
Students will be introduced to the process of creating computer/video games. The students will use the ALICE program to develop an understanding of the programming language. This course is designed for students who are interested in the game design industry.

At the end of this course, the student will be able to:
- Display the history of video/computer games
- Define and appreciate the process of game development
- List the components of a video/computer game
- Identify the different game genres
- Define the skills of a game designer
- Recognize and develop skills in the different jobs in creating a game
- Produce a computer game

Student Expectations
- Effort: Be respectful of others in the classroom, contribute to classroom discussions, volunteer answers to questions asked, use equipment in an appropriate manner, stay in seat until bell rings
- Attendance: Prompt and regular attendance, be in your seat as you enter the classroom and begin the assignment on the board
- Preparedness: Come to class with materials, supplies, equipment, stay on task, follow directions, organizes and cleans up work station

Cell Phones and Back Packs
- Cell phones are ONLY allowed at the discretion of the teacher.
- Backpacks are not allowed in the classroom.

Substitute Teachers and Visitors
- Throughout the school year the need for a substitute teacher may arise, when and if this time does come students are expected to show and act with nothing but respect towards the substitute teacher. Any discipline that needs to be given will be done using the substitute's written explanation of the events.
- Visitors to the classroom should be treated with utmost respect. Visitors could include anyone from administration, colleagues, guest speakers, parents, evaluators or aides.

Tardiness and Absences
- Tardiness will be treated directly via the student handbook. (Get to class on time).
- Absent students are responsible for any missed notes, assignments, or assessments.
- Absent students are responsible to make sure they get any missed documents from the teacher.
- Missing Work and Assessments regarding absences will be handled in accordance with the District's Handbook.
- Makeup Dates can be scheduled with the teacher at any time both parties are available. This is a time students can come for re-learning or missed teaching.

Daily Lab Work
There will be minimal homework to be done outside of the classroom. The class will include many class discussions, but most of the class time will be spent working on daily lab assignments. These assignments will include book and computer work. Students will be given class time to complete these assignments. Students will be responsible for work not finished in the class. The Alice software can be downloaded free from the following website: www.alice.org. If there are any problems or concerns with any assignment please contact me after class, through email.

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- I only accept assignments up to **one** day late and take off 20%. Any assignment handed in two days late will be a zero in my grade book.
- If you are absent on the day a large project is due you are still responsible for having it in on time.
- I will follow the MCHS Handbook in regards to absences and make up work.
- If you know you will be absent, you may ask for work one week in advance.

Daily Quizzes
At the beginning of almost every class, we will take a short 2 or 3 question quiz. The quiz will contain questions that are asked about what was covered in the previous class time. These quizzes are used to test understanding of the previously covered material.

Tests/Quizzes
There will be tests/quizzes for each of the units in this class. There also will be a final. These tests/quizzes will be announced at least one class period in advance.

Projects
Each unit of the class ends with a project. Also there will be one huge project that will be completed towards the end of the semester. There will be plenty of classroom time to complete this project.

Grading Scale and Reports
This class will be graded on a Total Points based scoring system. All points will be totaled and divided by total amount of points possible to be earned.   We will be following the guidelines laid out in District 111 Grading Policy.

Each student will be getting mid-term report card sent to each parent/guardian directly electronically. These will inform on each student's progress in each class. This can also be checked at any time using PowerSchool.

A+: 100% - 97%
to   A: 96% - 93%
A: - 92% - 90%
B+: 89% - 87%
B: 86% - 83%
B-: 82% - 80%
C+: 79% - 77%
C: 76% - 73%
C-: 72% - 70%
D+: 69% - 67%
D: 66% - 63%
D-: 62% - 60%
F: 59% - 0%

Additionally, each student will be keeping an interactive portfolio that they will be able show you exactly what they have been working on in class, the points they have earned/lost, and what this class has helped them learn over the course of the semester.