

High Point Central

Game Art and Design - Course Syllabus

- Course Number - TS312X0SW0
- Dates: January 22 - June 5, 2020
- Location: Room 109, High Point Central High School
- Instructor: Charles Flynt
Email: flyntc@gcsnc.com
Office Phone: 336-819-2825
Call or Text: 336-560-7506
Websites: <http://hpcgamedev.com>, <http://schoolology.com>

Instructor Availability

I will be available for after school help on Thursdays, from 4:00 - 6:00PM. I will **NOT** be available to you for after school help if you consistently waste the time you have in class. If you need help outside of these hours, please feel free to contact me anytime and arrange an appointment.

Course Description

Course Description: Introduction to Game Art and Design introduces the student to design techniques used in the gaming industry. Students will focus on principles used for developing good game designs; covering areas that relate to art, history, ethics, storyboarding, programming, and 2D visual theory. Students will learn valuable industry skills in Adobe Photoshop CC, Adobe Illustrator, 3d Studio Max 2018 and Unreal Engine Game Art and Design has an end-of-course exam that will count 20% of your total grade.

Required Materials - (These are NOT optional)

- 4-8 GB, USB 3.0 Flash Drive - these are available for between \$5-10 from many different locations, such as Office Depot, Wal Mart, Target, etc.... I usually order mine from <http://amazon.com> or <http://newegg.com>.
- A Lanyard, to which you will attach your Flash Drive. This will prevent you from losing it.
- A pair of ear buds or headphones. These can be purchased for as little as \$1 at the Dollar Store.

Attendance

Guilford County Schools (GCS) attendance policy is clearly stated in the student handbook (<https://www.gcsnc.com/Page/56547>) for both High Point Central and GCS. It is as follows: All absences must be made up, whether excused or unexcused. When you accumulate 4 absences, excused or unexcused, you receive an INC (Incomplete) for the course, until you make up the time. You have until 10 days after the grading period ends to make up the time. If you do not make up the time, your grade will convert to a 59, or your earned grade, whichever is lower.

Grading

I use a total point grading system. Everything you do in this class is graded at a certain point value. Projects, for example are worth as much as 50-100 points. Small class exercises are worth 10-25 points. Participation earns you 5 points per week. Your grade is determined by how many points you earn out of how many were available for the grading period. For example, if you earn 372 out of 400 points for the quarter, your grade will be a 93% ($372/400=.93$), or a low "A".

All high schools in Guilford County are now on a 10 point grading scale. All work for this class will be graded using the following standards.

Percentage	Letter Grade	Requirements
100 - 90	A	Excellent, outstanding, creative. Goes well beyond the project requirements.
89 - 80	B	Above average. Goes beyond the project requirements.
79 - 70	C	Average. Satisfies the basic requirements of the project.
69 - 60	D	Below average. Does not satisfy basic requirements of the project.
59 - 0	F	Failure. Well below basic requirements of the project.

- **Plagiarism** - Turning in work that is not your own is plagiarism. Plagiarism and cheating are covered in the GCS Student Handbook. Plagiarism or cheating will result in a grade of **zero** for the assignment and a discipline referral. Do not allow another person to turn in your work - in whole or part - as their own. Doing this will result in a grade of **zero** and a discipline referral for both students.
- **Participation grade** - students in Game Design earn a participation grade of 1 point each day. In order to earn the full 5 points for the week, a student must be present, on time and on task each day. If a student loses participation points they can be earned back by staying after school during regular tutoring hours.

Computer Skills and Pre-Requisites

- Introduction to 3D Modeling and Animation
- You will need the following basic computer skills to be successful in this class.
 - * Create and name folders
 - * Organize files for easy access -This is EXTREMELY important. We can't grade what we can't find.
 - * Create backup copies of files - Backup once/week. DO NOT trust GCS computers/servers to keep your work safe.
 - * Rename files
 - * Create, format and save Word documents
 - * Cut, Copy and Paste information between documents
 - * Access the internet and open web pages
 - * Perform basic internet searches
 - * Save files in multiple, different formats

General Course of Study

I have read and understand the course syllabus for Game Art and Design

Adobe Illustrator	Jan 22 - Jan 24
History of Games	Jan 27 - Jan 31
Game Theory	Feb 3 - Feb 14
Unreal Engine Basics	Feb 18 - Feb 21
Game Design Document	March 2 - March 6
Level Design	March 9 - March 26
Final Project	March 30 - May 22
Portfolio	May 25 - May 29

Student Name: _____

Student Signature: _____

Date: _____

Parent Signature: _____

Date: _____