1. Justification

New Game Design and Development course; the second in the series.

2. Course Alpha

CM

3. Course Number

197

4. Course Title (long)

Video Game Design II

5. Course Title Short
6. Course Credits
3

7. Course Credit Upper Range
0

Repeatable
Will default to 98 (this is how often someone can sign up for the course (not how many times they can apply it to a degree)

8. Course Description
This course picks up where CM 142 left off. In addition to creating games at a higher technical and aesthetic standard, presentation skills (as in "presentation to potential investors") are emphasized.

9. Course Pre-Requisites
CM 142

10. Course Co-Requisites

11. Course Recommended Preparation
Algebra, Geometry, Trigonometry, basic Javascript, basic C# scripting.

12. Contact Hours (lecture, lab, lecture/lab)
3 lecture

13. Department
Humanities

14. Cross-Listing

15. Course Content
In Unity 3D: Working with Basic 3D Assets, Executing program scripts in C#, publishing games to mobile and web. In class: Constructive Critique Sessions,
Presentations to Investors

16. Course Competencies

17. Assessments, Tasks, and Grading

Game design, game development, written blogs in reaction to class lectures and assignments, C# coding projects, attendance, in-class participation.

Grading Options

Will be set to Banner default

18. Auxiliary Materials and Content

19. Additional Activities outside of class and class time

20. Special Costs connected to the course

21. What are the Student Learning Outcomes?

Create and work with basic 3D assets in Unity 3D. Write programming scripts, applicable to gaming, in C# language. Publish games to mobile and web. Identify the function and expectations of people in roles within a professional Game Design and Development team. Identify game design elements in order to offer constructive critique to existing games. Present ideas to "potential investors" using clear, concise and persuasive speech and presentation skills.

22. Connection between the Course SLOs and the College's General Education Outcomes

GenEd: Develop the ability to perceive how people interact with their cultural and natural environments, through their own worldview and through the worldviews of others, in order to analyze how individuals and groups function in local and global contexts.

GenEd: Make judgments, solve problems, and reach decisions using analytical, critical, and creative thinking skills.

GenEd: Use written, visual, and oral communication to discover, develop, and communicate meaning, and to respond respectfully to the ideas of others in multiple environments.
23. How does the proposal connect to the college's strategic plan?

4.1, 4.6, 4.8 Establishes a career focused pathway with transfer to BA at UHWO in Creative Media; Game Design and Development has a shortage of qualified workers in Hawai‘i and pays an average wage above the national average. 4.2, 4.4 Establish internships with industry professionals 4.5, 4.7 Supports emerging STEM field and contributes to the State‘s incumbent worker goal in

24. Describe the staff that will be needed

Lecturer in Game Design. MQ: B.A. in Art, Creative Media or related field with emphasis on digital media creation; experience in game design and development; with games published to mobile and/or web; minimum number of years working in industry varies by degree (Bachelors, Masters) per UH-OHR guidelines. Experience teaching 3D Digital Modeling and C# programming, intermediate to advanced skills in Unity 3D, Adobe Illustrator, Adobe Photoshop, Maya 3D.

25. Describe the facilities that will be needed, including special rooms

Computer stations with software: Adobe Creative Cloud (Photoshop, Illustrator), Maya 3D, Unity 3D; large screen classroom monitors, audio playback support.

26. Describe any other resources that will be needed

Wacom drawing tablets, XBox USB controllers, Gaming Mouse

27. How will the staff, facilities, and other resources for the course be secured?

Through UH System Creative Media funding, the college has already secured computers, software and peripherals.

28. Program Requirements

AAA AADA

29. Diversification Requirements

No longer being used. Answers are included in Question 28

30. Maximum Credits Towards an AA Degree

3

31. List any similar classes taught at outside of the UH system

NA

32. List any similar classes taught at campuses in the UH System.

NA
33. How, if at all, is the course intended to count in lieu of a course taught at a four-year campus.

NA

34. How, if at all, is the course similar to upper-division courses in the UH System.

NA

35. How does the course articulate with four-year programs (Gen Ed)?

none

36. List any articulations between this course and any four-year program.

We have an MOA with UHWO Creative Media, with an understanding that WCC will focus on core foundation courses in Game Design. Once the course content is tested and adjusted through several semesters of being taught, it will be proposed as CM 143. This will transfer to UHWO and apply to their BAS Creative Media Game Design track.

End of Proposal