CM 142   Intro to Video Game Design
3 Credits
Mon/Wed 10:00 - 12:05

INSTRUCTOR:	Mr. Kaleiohu Lee	
OFFICE:	Manaleo 121	
OFFICE HOURS:	Mon/Wed 12:05 - 1:05	
TELEPHONE:	(808) 387-8777	**EMAIL:** kaleiohu@hawaii.edu
EFFECTIVE DATE:	Spring 2018, CRN 62297	

WINDWARD COMMUNITY COLLEGE MISSION STATEMENT

Windward Community College offers innovative programs in the arts and sciences and opportunities to gain knowledge and understanding of Hawaiʻi and its unique heritage. With a special commitment to support the access and educational needs of Native Hawaiians, we provide Oʻahu's Koʻolau region and beyond with liberal arts, career and lifelong learning in a supportive and challenging environment — inspiring students to excellence.

CATALOG DESCRIPTION

This course offers an introduction to the fundamentals of video game and application design, development, and deployment through project-based challenges that culminate in a publishable application.

STUDENT LEARNING OUTCOMES

1. Design and execute a coding project for publication on the public iOS/Android/PC market.

2. Identify and apply good industry practices for project and time management as well as

technical skill in completing coding projects.

3. Communicate and collaborate in a group professional team environment.

COURSE CONTENT

Concepts or Topics

- **2D Image Editing**
- **3D Computer-aided Design**
- **Game Design and Scripting**

Skills or Competencies

*1.***Software: Unity 3D**
*2.***Software: Adobe Photoshop**
*3.***Software: Autodesk Maya**

COURSE TASKS

Classes will be a combination of contextual lectures, sample tasks completed together as a class, and self directed projects adapting the skills learned through previous tasks. Project requirements will be developed from the sample tasks.

ASSESSMENT TASKS AND GRADING

Students will be evaluated on a series of game projects. Project minimum and optional criteria will be outlined before each project. Students are encouraged to add their own features to each project.

Completing minimum requirements gives 2 points per project. Sufficiently completing optional criteria will give a 3 and exceptional effort may be given a 4. Incomplete projects will be given a 0 or 1 depending on the amount of completion.

Final grading will be determined by the average of scores with 2.0 being the passing mark.

LEARNING RESOURCES

Recommended reading:

"A Theory of Fun for Game Design" by Raph Koster, ISBN 1-932111-97-2

Online resources:

https://unity3d.com/learn
https://helpx.adobe.com/photoshop.html
https://knowledge.autodesk.com/support/maya

Additional Information
- This is a hands-on class focused on learning practical abilities.
- As an introductory class your primary goal is to start developing a personal toolbox of skills. More tools will equate to more options when expressing your creativity.
- Failure is always an option, they are learning opportunities. If something doesn't work then find out why. Experiment often, but always remember to save your files first.
- The software used in this class are like good games: they are easy to learn but difficult to master. Time and effort spent with them will continually increase your proficiency.

DISABILITIES ACCOMMODATION STATEMENT

If you have a physical, sensory, health, cognitive, or mental health disability that could limit your ability to fully participate in this class, you are encouraged to contact the Disability Specialist Counselor to discuss reasonable accommodations that will help you succeed in this class. Ann Lemke can be reached at 235-7448, lemke@hawaii.edu, or you may stop by Hale ‘Akoakoa 213 for more information.

Revised May 25, 2011