CM 242, Intro to Video Game Design
3 Credits (CRN 60271)
Mon/Wed 10am-12:30pm

INSTRUCTOR: Mr. Kaleiohu Lee
OFFICE: Manaleo 105
OFFICE HOURS: Mon/Wed 12:30 - 1:30pm
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EFFECTIVE DATE: Spring 2019

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 the Koʻolau region of Oʻahu and beyond with liberal arts, career and lifelong learning in a supportive and challenging environment — inspiring students to excellence.

CATALOG 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. (2 hours lecture, 3 hours lab.)
Pre-Requisite(s): Credit for CM 142
Recommended Preparation: Algebra, Geometry, Trigonometry, basic Javascript, basic C# scripting.

STUDENT LEARNING OUTCOMES
The student learning outcomes for the course are:

1. Create, work and write basic 3D assets in Unity 3D and programming scripts applicable to gaming in C# language.

2. Publish games to mobile and web platforms.

3. Identify game design elements in order to offer constructive critique to existing games.

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COURSE CONTENT
Concepts or Topics   *Skills or Competencies*

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

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 primarily 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.

Additionally general participation and overall engagement throughout the semester will be assessed and included on the same scale as other assignments.

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.
- MySuccess: Students may be referred for extra help or advising through MySuccess. Students can also explore resources at MySuccess.Hawaii.edu and windward.hawaii.edu/MySuccess

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.

TITLE IX

Title IX prohibits discrimination on the basis of sex in education programs and activities that receive federal financial assistance. Specifically, Title IX prohibits sex discrimination; sexual harassment and gender-based harassment, including harassment based on actual or perceived sex, gender, sexual orientation, gender identity, or gender expression; sexual assault; sexual exploitation; domestic violence; dating violence; and stalking. For more information regarding your rights under Title IX, please visit: https://windward.hawaii.edu/Title_IX/.

Windward Community College is committed to the pursuit of equal education. If you or someone you know has experienced sex discrimination or gender-based violence, WCC has resources to support you. To speak with someone confidentially, contact the Mental Health & Wellness Office at 808-235- 7393 or Kaahu Alo, Designated Confidential Advocate for Students, at 808-235-7354 or kaahualo@hawaii.edu. To make a formal report, contact the Title IX Coordinator, Karla K. Silva-Park, at 808-235-7468 or karlas@hawaii.edu.

ALTERNATE CONTACT INFORMATION

If you are unable to contact the instructor, have questions that your instructor cannot answer, or for any other issues, please contact the Academic Affairs Office:

Location: Alakai 121
Phone: 808-235-7422
Email: wccaa@hawaii.edu