# **MS Game Design 1 Syllabus**



## **Course Description**

We love to play video games, but have you ever wanted to build your own? If you are interested in a career in technology but also want a creative outlet, Game Design might be the field for you. Learn how to build a game from the ground up in this interactive and hands-on course that will teach you all the ins and outs of making your own game.

Building upon the prior prerequisite course, students will further advance their knowledge of game design by taking Middle School Game Design 1b. Delving into the development process, students will create details and add component pieces in a game while learning to prototype, troubleshoot, and test. Additionally, exploring how to critique a game and advertise it will strengthen the student's ability to create a fully functioning game from start to finish.

MS Game Design 1a and 1b are each semester-long courses consisting of 6 units.

#### **Course Overview**

## Game Design 1a:

- What's in a Game?
- Starting from Scratch
- Let's Get to Work!
- More Scratch Techniques
- Let's Get to Work!
- Time to Plan

### Game Design 1b:

- Get Building!
- Kick It Up a Notch
- Give Your Game Some Swagger
- Cater to Your User
- Squash the Bugs!
- The Finish Line

### **Required Course Materials**

Please access the list of course materials from the OC Online book ordering system and order your materials as soon as possible. Oftentimes, course materials are on back order and you may experience a delay in receiving them, causing students to fall behind in their online coursework. When ordering used or rented materials, be careful that online access codes are also current.

#### **Methods of Evaluation**

Students will demonstrate mastery through the following formative and summative assessments:

- 40% Assignments
- 10% Participation (Discussion Posts, Live Classes)
- 10% Quizzes
- 25% Final Assessment
- 15% Midterm

### **Additional Course Information**

Detailed information regarding OC Online policies on proctored final exams, grading policy, late/missing assignment policy, weekly live classes, course expectations, and additional school policies can be found on the website.