

USD 233 – OLATHE DISTRICT SCHOOLS

Course Title: Intro to Gaming

Credit: ½

Grade Level: 10, 11

Course Length: 1 Semester

Course Description:

In this introductory gaming course, students will get hands-on experience making and modifying their own 2D games using cutting edge software. Working together in production teams, students will design their own objects, sprites, events, sound effects, and backgrounds. Imaginations being their only limit, students will create their ultimate 2D game. Students will also explore game history, game genres, game elements, game ideas and treatments, game overviews, levels, heroes and enemies, navigational menus, user interfaces, music and sound effects, and single versus multiplayer games.

Prerequisites: Cartooning & Illustration/Animation II

Instructional Materials: Textbooks- Maya Illuminated: Games, Game Modeling “Using Low Polygon Techniques”. (Textbooks are subject to change without notice)

Teacher designed mini projects, web site projects/lessons, software included lessons/tutorials/projects.

Instructional Strategies: Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, DVD(s), videos, internet.

Assessments: Daily work performance, teacher observation, rubric, checklist, classroom discussion, projects, research relevant to topic, application performance, exams, conferencing, portfolio, written response, sketchbook, journaling, self evaluation.

Course Objectives:

- Learn appropriate game technology for specific purposes.
- Develop an understanding of the basic game development.
- Understand Basic Elements of an Image.
- Develop Game Ideas and Game Treatments that show control of various game genres.
- Apply visual communications knowledge and skills to express ideas imaginatively.
- Use critical thinking, and problem solving to communicate ideas visually.
- Produce games that demonstrate basic knowledge of expository and narrative communication processes and game development.

- Develop skill in the use of techniques, procedures and gaming concepts.
- Learn appropriate use of graphic images, game elements, and production strategies to add impact and realism to a game.

Course Content:

I. Introduction to 2D Game Art

- Game Development
- Game Terminology
- Gaming Technology/Development

II. Gaming Production Process

- Game Development Strategies
- Game Development Teams
- Game Development Work Flow

III. Basic Game Design

- Sights
- Basic Elements of an Image
- Manipulating Images
- Advanced Image Manipulation

IV. Sound and Music

- Sounds and Music
- Types of Sounds
- Obtaining and Creating Sounds and Music
- Recording Sounds
- Creating Music

V. Game Design Elements

- Game Elements
- Game Type
- Game Idea and Game Treatment
- Technology
- Audience
- Team
- The Design Document
- The Game Proposal
- Game Market

- Technical Information
- Associated Risks
- Required Resources
- Scheduling

VI. Intro to Game Maker

- Game Maker Basics
- GM Interface
- Resource Explorer
- Menus and Toolbar
- Objects
- Sprites
- Events
- Creating a Game
- Save and Run
- Test

VII. 2D Space Shooter

- Setting up the Game
- Sprites
- Sounds
- Background
- Objects
- Creating Other Objects
- Collisions
- Rooms
- Testing

VIII. The Games Factory

- Intro to TGF
- Storyboard Editor
- Level Editor
- Event Editor
- Creating Event Lines

IX. Making Your Own Game

- Game Concept Art
- Create a File
- Placing the Backdrop and Locking It In Place

- Placing Objects on the Screen
- Assigning movements to Objects
- Checking Your Work
- Making Game Events and Actions
- Creating a Group of Events
- Creating a Comment Line
- Creating an Event Line
- Adding Actions to Event Lines

METHODS OF EVALUATION OF COMPETENCIES:

Evaluation of student mastery of course competencies will be accomplished using the following grading scale.

Grading:

A = 90 -100%

B = 80 - 89%

C = 70 - 79%

D = 60 - 69%

F = 0 - 59%

Extra Credit: The instructor must approve project.

0-5 points is given for extra credit per approved project. Project must be finished and handed in on specified date at the beginning of class. Only four approved projects per semester allowed.

