

Simón Rivera High School
6955 FM 802 Brownsville, TX 78521
Career and Technology Department

COURSE SYLLABUS 2018-2019

Course: Video Game Design

Instructor: Mr. Tomas Cantu Telephone: (956) 698-0919
Room No. E135
E-mail tcantu@bisd.us Reteaching/Tutorial daily upon request
Conference hours: 10:40am – 11:30am and after school upon request.

Course Description: The purpose of this course is for students to develop knowledge of the concepts and skills as related to Video Game Design. To prepare for success, students will have opportunities to reinforce, apply, and transfer knowledge and skills to a variety of settings and problems

Course Objectives: To identify various employment opportunities in the information technology field
To analyze various components of storyboarding
To acquire and understand game engines
To understand functions of the tools and equipment used in computer technologies
To use industry best practices in designing and troubleshooting game code

Classroom Norms:	Treat others & property with respect Be a responsible student / Contribute to the class Contribute to the class No cell phones unless it is part of the lesson Treat computers & equipment with care	Consequences:	Warning Parent notification Referral Removal from class
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Course Policy: Prompt attendance is required. Attendance, tardiness, and class participation will count as a factor in your final grade. Late assignments will be accepted, deducting 5 points for every day that the assignment is late. Make up work due to an absent will only be available with an appropriate office excuse. No food or drinks will be allowed in working area. Cheating will not be tolerated; student will receive an automatic “0” for the assignment.

Retesting Retesting will take place upon student failure and student request except for semester exams. It is the student’s responsibility to make arrangements for the retest and all retests/reteaching will be in the morning before Period 1. The student must schedule the retest within five days of receipt/notification of failing grade. The student may only raise the score to a maximum of 70 by taking a retest and only one retest is permitted. No retests for semester exams.

Text and Material: State adopted texts, USB memory, 3 ring notebook with dividers, pen/pencil

Grade Distribution:

Minor assessments	33.3%	daily assignments, and quizzes
Major assessments	66.7%	major projects, tests, and occupational/production simulations

Notebook: Your notebook will consist of four sections: notes, tests/quizzes, daily work, major and minor assignments. Notebook will have a cover sheet, syllabus, safety guidelines, and all work will be kept chronologically in each section for the duration of the course.

Final Exam There will be a comprehensive exam at the end of each semester.

****NOTE**** The above is subject to change by the instructor with adequate notice