**Video Game Design & Development**

Georgetown High School

Ms. Jo Clark

***Parent and Student:* Please Sign and Return**

**Video Game Design & Development**

**Course Description**

Video Game Design & Development is a one credit class designed to teach students major aspects of game design including character and world development, game playing, game genres, as well as the theories and principles of game design. Students will gain hands-on experience in simple game development. Concepts and practices will be explored to help students decide if they are interested in pursuing careers in game programming.

There is no textbook, so it is extremely important students pay close attention, and stay with me, as we work each step together to create games. We do have a new workbook this year!

**Competency**

Proficiency with the keyboard and mouse is a requirement, as is file management—being able to save, retrieve, modify, and print. ELA skills are necessary to produce useable instructions for game play, and explain interactions in the game process.

**Academic Requirements:**

Test/Game Design: Students will have written tests and create games with me, as well as receiving grades for creating individual games (projects). Low scores on tests/work may be redone within 5 days.

Grading System: The grading policy for the quarterly grade is as follows:

Classwork 40%

Game Projects 30%

Tests 30%

A final exam will count as 20% of the overall course grade.

**Makeup Policy**

It is the student’s responsibility to ask about makeup work. All makeup work for excused absences must be completed *within three (3) school days* upon returning to school. **MAKEUP WORK FOR UNEXCUSED ABSENCES WILL NOT BE ACCEPTED. Students will be allowed to stay until 4 pm on Thursdays to complete missing work, and until 3:30 on Mondays and Wednesdays.**

**Please sign and return:**

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Parent's Signature Student's Signature

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Parent’s Phone Number Parent’s email address - ***PLEASE PRINT!***

COMMENTS:

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So that you may keep this information, cut off the top portion & return. Thank you!

**Classroom Expectations:**

**School Wide Rules**

Be Polite

Be Productive

Be Prompt

Be in Authorized Areas ONLY

Keep hands, feet, and all other objects to yourself

**ACCEPTABLE CLASSROOM BEHAVIOR CONSEQUENCES**

* Be prepared for class daily. 1. Refocus
* Be in assigned seat, prepared to work 2. Parental Contact

when tardy bell rings 3. Teacher Assigned After School Detention

* Keep personal items put away. 4. Referral to Administration
* **Leave cell phone, MP3 players, etc., food,** 5. **Phones in view will be confiscated**

**drink, and gum in your locker.** **and result in a referral**

* Abide by all GHS & classroom rules.
* Be quiet, respectful, and productive at all times.
* Do YOUR OWN work. Cheating will result in a zero and call home and/or a referral.

My planning time is from 1:45 pm - 3:00 pm. You may call me during that time, or call the guidance office (527-4497) at other times to set up a conference. If you have questions or concerns, please contact me. If you have any special concerns, please use the comment section under your signature on this syllabus. So that I may easily reach you, **please note your home and work phone numbers as well as your email address** if you have one. I send out periodic newsletters about my classes. You may email me through my page on the school website.

Thank you for your cooperation. I look forward to helping your child develop useful business skills!

Jo Clark