

# Game Design I

2024-2025

Marcelita Loosli

[mloosli@blaineschools.org](mailto:mloosli@blaineschools.org)

Room B210

Office Hours: Before school, after school, or during lunch by appointment

## Phone

208-578-5020 x2254

## Course Description

We will explore game design through three main components:

1. **Coding Fundamentals (code.org):** We'll start by learning the basics of programming using code.org's interactive lessons. These units will help you understand the logic and structure behind every game, giving you the skills to create your own games from scratch.
2. **3D Game Development (Blocksmith):** Once you're comfortable with coding, we'll dive into 3D game design using Blocksmith. You'll learn how to create immersive environments, design characters, and add interactive elements that make games fun and engaging.
3. **Unplugged Creative Projects:** In addition to our digital work, we'll have unplugged activities where you'll brainstorm, sketch, and prototype your game ideas. These hands-on projects will help you develop your creativity and problem-solving skills.

## What You'll Learn

- **Game Design Principles:** Understand what makes games fun and engaging.
- **Coding and Programming:** Learn to code using block-based and text-based programming languages.
- **3D Modeling:** Create and manipulate 3D assets in a game environment.
- **Collaboration and Communication:** Work with peers to develop and refine your game ideas.

## Resources/Software that may be used:

- Code.org
- Blocksmith
- Stem Forged
- Unity Learn
- CodeHs
- Sphero

## Methodology

This class is mainly hands-on using computers and technology equipment. Students will also be presenting or sharing projects with the class.

## Course Schedule

The course schedule is in Schoology. Schedules are posted weekly and adjusted as needed for the class.

## Methods of Assessment/Grading Policy:

FORMATIVE: Daily Work 10%

SUMMATIVE: Summative Assessments/Quizzes/Projects 90%

- **Summative assessments will make up the majority of the grade. 90% of grade**
  - Retakes/reassessments/revisions are not penalized by point deductions or averaging multiple attempts.
  - **Because they indicate mastery of standards, missing summative assessments will be marked zero, and parents will be contacted when zeros are put in the electronic gradebook.**
  - Students have up to one week to complete missing summative or revised assessments unless other arrangements are made with the teacher.
  - A summative assessment may be taken or completed one additional time.
    - **Test Corrections**
      - 75% of formative work must be completed to be eligible (3 of every 4 assignments)
      - Any student who scores below a 90% may be eligible to complete test corrections, except on Finals which are not eligible for revisions
      - 1st test taken or scheduled on or before initial exam date with the exception of sickness and/or emergencies
      - Student must consult with the teacher and schedule test corrections outside of class time.
      - If a student skips a class to avoid the summative assessment, they will not be eligible to complete test corrections at a later date.
- **Formative: Evidence of formative assessment needs to be present in the gradebook. 10% of grade**
  - **Formative assignments that are not turned in will be marked missing and receive a 0 in the gradebook.**
  - Assignments shall be directly correlated to standards found on approved curriculum maps. (i.e. no 'Syllabus' for points)
  - Late formative work can not be penalized by point reduction and must be accepted up until the end of the unit.
  - Teachers shall establish reasonable time frames for the completion of formative retakes/revisions/reassessments during the unit of study. Some exceptions may apply in extenuating circumstances.