

# Welcome to Game Design - CE CS 1010

This is a 3 credit college course. A rule of thumb for college courses is that 1 hour minimum of out of class work (studying, assignments, etc...) is required per credit hour.

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## Zoom

*Login details can be found in the syllabus in Canvas.*

I have my zoom app up and running during every school day during all school hours, except lunch. I get a notice when someone joins my room and I'll join shortly if I'm not already in. I will only help one student at a time through zoom. If you're in the waiting room for more than 10 minutes and haven't been contacted by me - send me an email letting me know that you're in the zoom waiting room.

## Classroom Policies

- This is a virtual class and I run it closer to an online course. Here are the main points:
  - There are no live stream ZOOMs of the class. All the content is on Canvas and you can message me with any questions you have. I will be at my desk with my email open during class time, but the quickest way is to message me through Canvas.
  - Attending class in-person is optional. Work from home if it works for your schedule. If not, I'm in building D13 room 213.
  - If you need one-on-one help, come to class or get on Zoom.
- Attendance will be based on your completion of assignments and not your physical location. Think of it more like a competency model, if you're keeping up to date with the assignments and quizzes (showing competence in the weekly modules), you've attended the course for that week. If not, you will be marked as absent for the week. Additional interventions and scheduled face-to-face class times will take place if your grade falls below a "C-".
- Games: Gaming is not allowed on school computers. If you're done with the current assignment, you should work on other class's work.
- Headphones: Being a project based classroom, I play music often during work time and allow students to listen to their own. There are also times where video tutorials are assigned and they're much easier to listen to through personal headphones instead of the whole class listening through their own computer speakers. I do not have extra headphones to loan out, you must bring your own.

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## Grading Policy

- Late Assignments: Due to the pandemic, I will be accepting all late assignment and quizzes from both quarters without penalty until the Final Project is due.
- Improving an Assignment Score: If you receive a score you don't like on an assignment, it can be corrected and resubmitted. Be sure to check the rubric and submission comments for details on what to fix. Mr. Simonsen does not give out extra credit assignments, so this is the best way to raise your grade.
- CE Courses Only: First and Third quarter grades will serve as Weber State's "Midterm" grade and will carry to the next quarter. The grade you receive at the end of Second or Fourth quarter will be the final grade you received in the course, not an average of the two quarters. This means that your Canvas and DSD grade may be different; Canvas will always have the correct grade. Keep in mind that most colleges require a "C" for a course to count toward a degree.

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## Talk to Me

I am able to make reasonable accommodations for students with or without disabilities. If for any reason you feel that you are struggling in my class come see me before school, after school, during lunch, or send me an email. It is my job to ensure that you learn and my goal that you have fun while doing it. I am always open to suggestions on how to improve. I do not have standing office hours, but am available to appointments. You can try just stopping by, but I may not be able to give you my full attention without an appointment.

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## Course Breakdown

I suggest the following workflow for a typical week in this course:

1. Read the assigned chapter(s) and take notes on the important topics.
2. Take the assigned chapter quiz(zes).
3. Complete the assignments.

Following this work flow has the advantage of 1) not forgetting to take the quiz for the week, and 2) actually knowing what the important topics are so that you use them correctly in the assignment and not loose points.

## **READING**

How to Access the Textbook for free through Weber State

Each week has an assigned chapter(s) for reading which will prepare you for the Chapter Quizzes and Interactive Assignments. I have also provided a spreadsheet with important topics and their associated chapters and sections to aid in your studying that can be found in Week 0. I suggest always starting the week out with taking notes on the chapter's important terms.

## **CHAPTER QUIZZES**

Chapter quizzes will always be due at midnight on the Sunday following the Monday they're assigned. Each quiz is open book, open note, open friend, open internet, but timed. You are allowed unlimited attempts, but the average score will be kept; be sure to study those important terms before your first attempt. These make up 30% of your grade. I suggest completing the weeks quizzes early and not Sunday night.

## **ASSIGNMENTS**

Each chapter has interactive assignments that will deepen your understanding of what goes into making a game in a fun way (at least I think they're fun). These will make up 30% of your grade. I suggest completing these after you take the weeks quiz at least once.

## **FINAL EXAM**

The final exam will be made up of 100 random questions from the chapter quizzes (each students exam will be different) and will be worth 10% of your grade.

## **FINAL PROJECT**

Toward the end of the semester, we will start Final Projects which are to make a video game design document. You will be a group project. The final project will make up 30% of your final grade.