

# Welcome to Game Design Level 1

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## Classroom Policies

- Games: Gaming is not allowed on school computers. If you're done with the current assignment, you should work on other class's work.
- Tardies: If I am in the middle of a lesson, please take your seat quickly and quietly and remind me to change the attendance when I am finished. Otherwise, remind me to change the attendance to show that you were not absent.
- 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: All late assignments will earn a maximum of 50%. Passes for late work **will only be accepted** in the same quarter it was assigned in.
- Late Passes: At the beginning of each semester, students will receive 5 late passes. Students can exchange 1 pass to turn in a late assignment without penalty or to correct an assignment for full credit. Any remaining punches can be exchanged for 2 extra credit points on the state test.
- Improving an Assignment Score: If you receive a score you don't like on an assignment, it can be resubmitted to earn back 50% of missed credit, or 100% if a punch is used. Mr. Simonsen does not give out extra credit assignments.

- Students with **excused** absences need to meet with me to determine a new due date for missed assignments.
  - 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. 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

### Jigsaw Groups

The 1st/3rd Quarter consists of briefly cover various topics that apply to game design. Jigsaw groups are a way of furthering understanding on these topics and to study with your peers for the quizzes.

### Quizzes

After finishing each module in the 1st/3rd Quarter we'll take short quizzes in class covering the concepts discussed in the lessons and jigsaw groups. Immediately following a quiz, I will review the correct answers with the class so that you can correct your notes for the final

exam. If you miss a quiz, you will need to make an appointment with me outside of class to make it up and get the notes. These quizzes will make up 50% of your 1st/3rd Quarter grade.

## Final Exam

The end of the 1st/3rd Quarter we'll take the final exam. The exam is made up of 50 questions taken at random from the quizzes. The final exam will be worth 50% of your 1st Quarter grade.

## Final Project

The whole of the 2nd/4th Quarter (minus 2 periods for the state exam) will be spent on making a simple video game prototype. This will be 80% of your 2nd/4th Quarter grade.

## State Tests

This course is a state high school CTE class and has an associated exam. The state considers you to be highly proficient in a subject if you get an 80% or higher on their test, and you earn a certificate that some colleges will accept for additional college credit. Due to this, I curve the tests so that an 80% is a 100% in my grade book; anything over 80% is extra credit. The state test will make up 20 % of your 2nd/4th Quarter grade.