

Welcome to Game Design Level 2

- 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.

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.

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.

Course Breakdown

READING

[Fundamentals of Game Design, 3rd Edition](#)

[\(Links to an external site.\)](#)

ISBN-13: 978-0-321-92967-9

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. Occasionally there may be time in class to work on reading and chapter quizzes, but these should primarily be done at home.

CHAPTER QUIZZES

Chapter quizzes will always be due at midnight on the Sunday following the week they're assigned. Each quiz open book and open note, but timed. You are allowed 2 attempts, but only the latest attempt score will be kept; be sure to study those missed questions before you take your second attempt. These make up 30% of your

grade. To aid in studying for the final exam, I will unlock all the answers to the test after it is due. Because of this, there will be no late quizzes. They are all unlocked once you finish the syllabus quiz, so plan ahead if you're going to be missing class. I will drop your lowest quiz score after all quizzes have been taken.

ASSIGNMENTS

Class time will primarily be used for 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 50% of your grade.

FINAL EXAM

The final exam will be made up of 100 random questions from the chapter quizzes (each student's 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 10% of your final grade.