

# Advanced Game Art Design Syllabus

**Teacher:** Ms. Kayla Hooker

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**Number:** (336) 294-7300 ext. 1635

**Room:** 417

## Course Description

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Advanced Game Art and Design is a continuation in the study of game design and interactivity. Emphasis will be placed on visual design, evaluation, scripting, and 3D visual theory. Students will study the basics of ludology in both business and marketing industries.

Course Number: TS32

Proof of Learning: Performance Based Measurement

## Performance-Based Objectives:

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Upon successful completion of this course, students will be able to:

Unit 1: Understand career practices related to the game industry

Unit 2: Implement production management in Game Design

Unit 3: Execute audio and video techniques

Unit 4: Execute advanced visual design

Unit 5: Create scenes using a popular 3D game engine

## Supplies

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- Notebook
- Flash drive (recommended)
- Pens
- Pencils
- 2 inch 3-Ring Binder (optional)
- Tabs and dividers (optional)

## Grading Policy

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- Projects: 30%
- Tests: 25%
- Quizzes: 20%
- Classwork: 15%
- Homework: 10%

Please keep in mind that the Final Exam is 20% of your Final Grade

## Grading Scale

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Grading is done every Wednesday in this class. Once grades are put in, they will not be changed again until the following Wednesday.

- A: 90 – 100
- B: 80 – 89
- C: 70 – 79
- D: 60 – 69
- F: 59 & Below

## Attendance Policy

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**Class Tardiness:** Effective Schools have well defined expectations for all students. We want students to be on time to school daily. In providing consistency for our students the following guidelines are now in effect for students who report to school tardy

- **1<sup>st</sup> - 3<sup>rd</sup> Tardy:** Warning/Parent Contact, record in period attendance
- **4<sup>th</sup> Tardy:** Record in attendance, call parent, referral to grade level admin, assigned ISS for that class period ONLY
- **5<sup>th</sup> - 6<sup>th</sup> Tardy:** Call parent, referral to grade level admin, assigned 1/2-day ISS
- **7<sup>th</sup> - 8<sup>th</sup> Tardy:** Call parent, referral to guidance counselor, administration assigns 1 day ISS
- **9<sup>th</sup> Tardy:** Parent conference with guidance counselor and grade level admin, administration assigns 2 days ISS per occurrence.

**Skipping Policy:** Any student who is marked absent when taking daily attendance, but their name appears on the scanned-in sheet, is potentially skipping. Teachers are required to send an email to the grade level admin and the attendance secretary to initiate an administrative action that include the following:

- **1st Offense:** Parent contact & after school Detention
- **2nd Offense:** 2 days of after school detention
- **3rd Offense:** 3 days of after school detention
- **4th Offense:** 4 days of after school detention
- **5th Offense:** 1 day of ISS and parent-student conference to sign attendance contract
- **6th Offense:** 2 days of ISS
- **7th Offense:** 3 days of ISS
- **8th & Beyond:** 4-5 days of ISS

## Academic Integrity

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Any student who engages in or attempts to engage in plagiarism, falsification, violation of software copyright laws, or violations of computer access may be subject to disciplinary action

and will receive zero on the assignment. Cheating includes giving or receiving any unauthorized assistance of academic work. Plagiarism includes copying the language, structure, or idea of another and representing it as one's own work.

## Assignment Policy

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- All homework assignments and projects must be submitted by the beginning of class to be considered on time.
- Late work will NOT be accepted for full credit. Each day for 3 days an assignment is late, 10% of the points will be deducted. After the 3 days, the assignment can still be turned in, but the grade will automatically have 30% of the overall points deducted from it. If you are absent the day homework is collected but present when it was assigned, it must be turned in the same day you return for full credit. No exceptions.
- Only completed work will receive a complete grade. If you do not understand the homework assignment, it is your responsibility to ask for clarification before it is due.

## Make Up Work Policy

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- Homework, Projects, and Assignments are due upon students return from absence if they were already assigned the assignment prior to the absence. Full credit is granted upon the day of return if the work is completed and/or correct.
- After the day of return, 10% of the points will be deducted each day the assignment is late. After the 3 days, the assignment will still be accepted, but the grade will automatically have 30% of the points deducted from it.
- On days that were missed, it is the responsibility of the student to ask me about any work they missed and if they need to make up any time. I will determine what all they need to complete and whether they are exempted from assignments.

## Behavioral Expectations

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- Follow all school expectations in student handbook.
- Follow all class expectations
  - Students are to be in their seats with required materials and ready to work when the tardy bell rings.
  - Students are to follow directions the first time they are given.
  - Students are expected to demonstrate standards of respect for themselves, others, and classroom equipment.
  - Due to the class being a computer, there should be no food or drink in the classroom. There are designated areas in the classroom to eat breakfast only. There should be no horseplaying in the classroom.

- Access to all electronics devices is prohibited for the entire class period. This includes your Chromebook. Devices must be silenced, stored away, and left alone.

## Consequences

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- 1<sup>st</sup> Offense: Warning/Parent Contact
- 2<sup>nd</sup> Offense: Call or Parent Conference
- 3<sup>rd</sup> Offense: Discipline Referral to administration
- Any major offenses (fighting, arguing, disrespect) will be addressed immediately, and administrators will be notified at once.

Note: See student handbook for school-wide rules and behavior policy.