

CTE

INNOVATION
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NEW VISION GAME DESIGN

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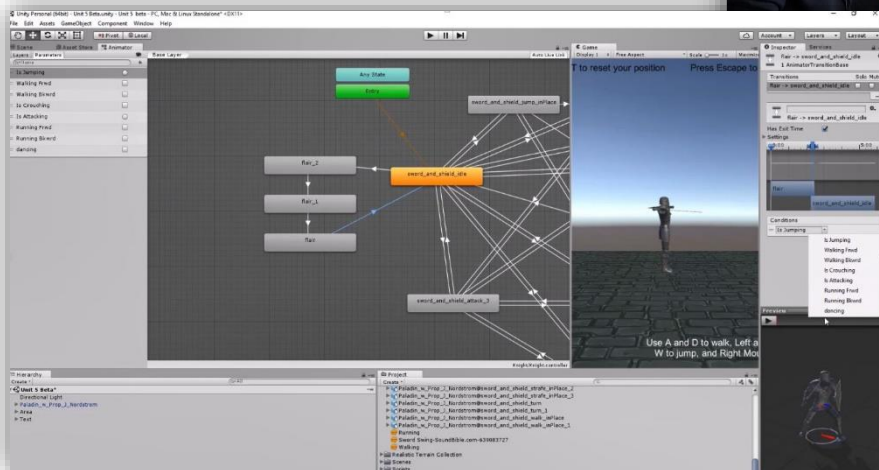
COURSE SYLLABUS

CAREER AND TECHNICAL EDUCATION
FRANKLIN-ESSEX-HAMILTON BOCES • ADIRONDACK EDUCATIONAL CENTER

CTE IS A DIVISION OF THE FEH BOCES
711 NY-3 • SARANAC LAKE, NEW YORK 12983 • 518-891-1330
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NEW VISION GAME DESIGN



New Vision Game Design

Course description	New Vision Game Design & Development is a one-year program based on current and future trends that incorporates practices in the game design industry. The program includes the basics of game design for all mediums. Students use state-of-the-art computers and digital equipment to create prototypes, videos, digital mediums, playable games, and functioning applications.	
Prerequisites	The program is open to 12th grade and Adult Ed students. Interests in computers, programming, and game design are helpful. Some computer background is helpful but none is necessary.	
Program length	1-year, half-day program	
Location	North Franklin Educational Center (NFEC) and Adirondack Education Center (AEC)	
Course objective	This program prepares students for a career in game design and programming. After completion of the one-year game design and development program, students may enter the job market or continue their education at numerous two- or four-year colleges.	
Course topic outline	<p>Students obtain comprehensive instruction in application design, with an emphasis on game design and theory. Software applications may include but not limited to the following:</p> <ul style="list-style-type: none">• Unity game engine• Visual Studio• MagicaVoxel• Blender• Google Suite• Publishing websites for application developers <p>English Language Arts: The Interactive Storytelling component covers literary and rhetorical techniques in studying and creating interactive fiction, as well as key skills in business and college writing and content creation.</p> <p>Social Studies: Students receive Government and Economics content through an online learning program.</p>	
Student course requirements	<p>Students must possess:</p> <ul style="list-style-type: none">• an open mind to learning• good to excellent attendance• a strong work ethic towards weekly class assignments and projects• respect for equipment, peers, and instructors	
Assessments	<p>Students may take the Unity Associates Certification.</p> <p>Performance assessment is in game design and portfolio development. Bi-weekly integrated projects mirror industry-based tasks.</p>	
Grading system	<p>Projects 40%</p> <p>Tests 20%</p> <p>Writing 20%</p> <p>Professionalism 10%</p> <p>In-class work 10%</p>	
Attendance & class participation	<p>The FEH BOCES attendance policy requires students to conform to their component district's policy. For those times when it is necessary to be absent, a written note from the parent/guardian will be expected the next class day.</p>	

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New Vision Game Design

Activities/labs/projects/clinics Each project in game design is a hands-on process from brainstorming to possible publishing. Each project is designed to demonstrate the student's progress and understanding of the game design and development field.

Provided materials This program provides students with:

- an updated laptop computer, installed game design software
- access to gaming consoles to test projects and perform market research
- digital storage to save projects after class
- access to free resources for furthering skills

Industry readiness Upon successful completion of the program, students are ready to take on entry-level programming and game design. They are also ready to take the Unity certification exams.

Articulation and bridge agreements Each New Vision (NV) program is geared to ready students for the world of work and deliver the experience of post-secondary coursework. To that end, each program has worked or is working with area colleges to obtain articulation agreements that allow for advance standing or the issuance of credit to those NV students meeting all program requirements and articulation agreements standards. A formal articulation agreement is currently in place with:

- SUNY Canton

In addition, students may choose to enroll in the college bridge program that awards academic credit for two English courses (3 credits each) with:

- North Country Community College

Academic overview Students may receive the following credits:

Curriculum Elements	High School Credits	College Credits
NV Computer Logic	0.5	3
NV Fundamentals of Game Design	0.5	3
NV Game Design & Prototyping	0.5	3
Interactive Storytelling (English Language Arts)	1.0	6
Economics	0.5	
Participation in Government	0.5	

Related careers/Post-secondary training Various career choices in the game design field include animators, programmers, level design, task managers, video game design, etc. Post-secondary training includes two-year or four-year colleges that offer game design or programming. For more career/employment information go to:
<https://connect.unity.com/jobs>
[bls.gov/ooh/computer-and-information-technology/software-developers.htm](https://www.bls.gov/ooh/computer-and-information-technology/software-developers.htm)
<http://www.careerzone.ny.gov>

WBL experiences & requirements NV Game Design builds student skills and exposes them to working together as a team. Students are able to take on work tasks through Unity Connect. The Capstone project requires the entire class to work together as a single virtual game company.



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MISSION:

Provide high-quality educational programs and shared services for our students, schools and communities.

VISION:

Maximize the potential of each individual so today's learners become tomorrow's skilled professionals.

CORE BELIEFS:

- Everyone can learn and grow.
- We place students at the forefront of all decisions.
- We model integrity, positivity, hard work and professionalism.
- We value creativity and innovation.
- We embrace diversity and treat each other with respect, compassion and dignity.
- We offer multiple pathways to success.
- We build effective partnerships through collaboration and shared decision-making
- Safety is everyone's responsibility.



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NOTES:



The Franklin Essex Hamilton BOCES does not discriminate on the basis of an individual's actual or perceived race, color, religion, creed, ethnicity, national origin, citizenship status, age, marital status, partnership status, disability, predisposing genetic characteristics, sexual orientation, gender (sex), military status, veteran status, domestic violence victim status or political affiliation, and additionally does not discriminate against students on the basis of weight, gender identity, gender expression, and religious practices or any other basis prohibited by New York State and/or federal non-discrimination laws in employment or its programs and activities.

The District provides equal access to community and youth organizations. Inquiries regarding the District's non-discrimination policies should be directed to:

Civil Rights Compliance Officer, 23 Husky Lane, Malone, NY 12953
(518) 483-6420
civilrightscompliance@fehbo.org

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