Program Expectations Guide

WANIC 2024 -25

Program Expectations

Art & Animation

READING EXPECTATIONS OF THIS CLASS:

Students will be expected to read, understand, and execute assignment briefs with specific requirements. Utilize computer skills such as file management, basic troubleshooting, industry software, and internet research.

WRITING EXPECTATIONS OF THIS CLASS:

Students must take notes from live lectures and course materials, analyze works of art (including their own) in written format using art principles and techniques as evidence. Students must also manage time and class resources (class websites, digital turn-ins, multiple ongoing projects/assignments).

MATH EXPECTATIONS OF THIS CLASS:

Students must be able to use fractions, addition, subtraction, multiplication, and division to learn art concepts and use them to solve real-world problems. They must also be able to synthesize basic math procedures with art principles.

SCIENCE EXPECTATIONS OF THIS CLASS:

Not applicable

HOMEWORK EXPECTATIONS OF THIS CLASs:

All the coursework for this class is intended to be done during class. Lab time is planned in class for every assignment, and students are expected to be self-motivated during this time. The goal is for students to have all the help they need while actively working on their assignments. Any work done outside of class is typically preparatory work, such as reading or reviewing a video in advance of the topic being introduced in the class.

TO BE SUCCESSFUL IN THIS CLASS, THE STUDENT SHOULD BE PREPARED TO:

Have their artwork evaluated using professional, objective criteria. Receive and embrace constructive critique of their work as a valuable opportunity for growth and improvement in their artistic work. Students must be willing to repeatedly practice fundamentals to achieve mastery, and work on specific assignments/techniques, not just their preferred subjects or style. Students will be expected to learn art as an industry skill set and a method of expression.

Applying and practicing skills is key to showcasing your competency. Embrace an attendance policy reflecting the norms of business and industry, where you take on the role of an employee or professional. Commit to full daily attendance and active participation for optimal learning and productivity. Dive into the program's array of hands-on activities, necessary for earning credit.

Program Expectations

Game Design

READING EXPECTATIONS OF THIS CLASS:

Students will be expected to conduct online research and read and review information from various websites. High-school and college-level technical documentation for software will be utilized.

WRITING EXPECTATIONS OF THIS CLASS:

Students will be asked to write technical documentation, including proposals and documents that outline the scope and approach they use to complete projects.

MATH EXPECTATIONS OF THIS CLASS:

Students will be using basic math skills and exploring and applying concepts of variables, probability and statistics within the context of game design.

SCIENCE EXPECTATIONS OF THIS CLASS:

Students will look at the fundamentals of psychology and education theory, focusing on how players learn and the best ways to teach and assess them. Students will employ these core theories to develop games, providing an immersive experience for players.

HOMEWORK EXPECTATIONS OF THIS CLASS:

All the coursework for this class is intended to be done during class. Lab time is planned in class for every assignment, and students are expected to be self-motivated during this time. The goal is for students to have all the help they need while they are actively working on their assignments. Any work done outside of class is typically preparatory work such as reading or reviewing a video in advance of the topic being introduced in the class.

TO BE SUCCESSFUL IN THIS CLASS, THE STUDENT SHOULD BE PREPARED TO:

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Program Expectations

Music & Sound Design

READING EXPECTATIONS OF THIS CLASS:

Students will be expected to read and accurately recall information about musical terminology and historical events and figures. Students read approximately one chapter of a college-level music history textbook each month.

WRITING EXPECTATIONS OF THIS CLASS:

The writing component of this class comes in the form of responses to the historical information mentioned above. Students should expect to write short-form responses to prompts about musical terminology or historical events and figures.

MATH EXPECTATIONS OF THIS CLASS:

Students should expect to use basic arithmetic to count and find relationships between notes. The relationship between music and math is subtle; however, students are expected to be able to manage basic arithmetic in their learning.

SCIENCE EXPECTATIONS OF THIS CLASS:

There is no significant science component to this class. Occasionally topics of interest related to acoustics may be brought to class to provide context or to showcase music technology.

HOMEWORK EXPECTATIONS OF THIS CLASS:

All the coursework for this class is intended to be done during class. Lab time is planned in class for every assignment, and students are expected to be self-motivated during this time. The goal is for students to have all the help they need while actively working on their assignments. Any work done outside of class is typically preparatory work such as reading or reviewing a video in advance of the topic being introduced in the class.

TO BE SUCCESSFUL IN THIS CLASS, THE STUDENT SHOULD BE PREPARED TO:

Students should be prepared to generate, analyze, and discuss musical ideas. Students should also be ready to try new things, listen critically, and participate in giving and receiving constructive feedback in the pursuit of better music. A multitude of skills come into play when making music. This class endeavors to introduce students to a variety of these skills, some of which may not be easy at first. Mistakes are common at first, and students should be willing to embrace the growing process and learn from both their successes and mistakes.

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Program Expectations

Video Game Programming – Year One

READING EXPECTATIONS OF THIS CLASS:

This course is not text heavy, however, many materials provided do require a more technical reading level. Students who have difficulty reading may struggle to understand some of the more technical vocabulary used.

WRITING EXPECTATIONS OF THIS CLASS:

Students are expected to have intermediate writing skills, as there will be a component of writing code. Due to this, students who struggle with typing may have more difficulty completing and expanding on assignments. Adding comments and descriptions to files is also a requirement on most assignments.

MATH EXPECTATIONS OF THIS CLASS:

Many different math topics are referenced, and students must have completed Algebra 2 to be accepted into this program. Understanding variables in algebra, how to rearrange terms, and using a coordinate system are all extremely important. We expand that in class looking at vectors, and how affecting physics over time makes simulations work. In addition, many assignments do rely on calculating different math concepts. This program is not for students who are averse to math.

SCIENCE EXPECTATIONS OF THIS CLASS:

When making games, students will learn about physics peripherally. They will also explore how some of the first computers worked electrically. Most of the core science parts of the class are less central to the class, but an interest in physics is always helpful.

HOMEWORK EXPECTATIONS OF THIS CLASS:

All the coursework for this class is intended to be done during class. Lab time is planned in class for every assignment, and students are expected to be self-motivated during this time. The goal is for students to have all the help they need while actively working on their assignments. Any work done outside of class is typically preparatory work, such as reading or reviewing a video in advance of the topic being introduced in the class.

TO BE SUCCESSFUL IN THIS CLASS, THE STUDENT SHOULD BE PREPARED TO:

Use class time wisely and ask questions if stuck on a problem for too long or something doesn't make sense to them. Be willing to research new concepts on their own to expand their knowledge;, projects involve researching and adding their own unique ideas. Collaborate with other students on programming and game projects and learn to use tools, schedules, and documentation to work together.

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Program Expectations

Video Game Programming – Year Two

READING EXPECTATIONS OF THIS CLASS:

Students are expected to read and learn from technical documentation, programming tutorials, and assignment instructions, and read and comprehend code written by themselves and others.

WRITING EXPECTATIONS OF THIS CLASS:

Students are expected to write clear and concise documentation for each file and function they submit for their programming assignments, all with proper grammar and spelling.

MATH EXPECTATIONS OF THIS CLASS:

Students are expected to learn and apply concepts in several areas of intermediate mathematics, including trigonometry, vector and matrix algebra, and basic physics. This will be done through a combination of written problem sets and programming labs.

SCIENCE EXPECTATIONS OF THIS CLASS:

An understanding of basic physics, including concepts such as position, velocity, and acceleration, is necessary for some of the game/simulation programming projects.

HOMEWORK EXPECTATIONS OF THIS CLASS:

All the coursework for this class is intended to be done during class. Lab time is planned in class for every assignment, and students are expected to be self-motivated during this time. The goal is for students to have all the help they need while they are actively working on their assignments. Any work done outside of class is typically preparatory work, such as reading or reviewing a video in advance of the topic being introduced in the class.

TO BE SUCCESSFUL IN THIS CLASS, THE STUDENT SHOULD BE PREPARED TO:

Learn and work independently and in groups on highly technical projects involving object-oriented programming languages. An understanding of structures, pointers, and memory allocation is vital for getting the most out of these projects. These concepts will be reviewed, but prior knowledge with these concepts is highly recommended. Students who have successfully completed this course's prerequisite should already have this knowledge.

Applying and practicing skills is key to showcasing your competency. Embrace an attendance policy reflecting the norms of business and industry, where you take on the role of an employee or professional. Commit to full daily attendance and active participation for optimal learning and productivity. Dive into the program's array of hands-on activities necessary for earning credit.

ADDITIONAL INFORMATION:

- Prerequisite – Successful completion of DigiPen Video Game Programming Year 1