

WANIC 2024 -25

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:

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.