Clackamas Community College

Online Course/Outline Submission System

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Section #1 General Course Information

Department: Art

Submitter

First Name: Nora
Last Name: Brodnicki
Phone: 3036
Email: norab

Course Prefix and Number: DMC - 133

 # Credits: 3

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 66
Lab (# of hours):
Total course hours: 66

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Introduction to Video Game Design

Course Description:

This course is intended for students interested in developing basic skills in game design and development. Upon completion of the course, students will have a working knowledge of a typical game development pipeline consisting of: importing assets from programs such as Adobe Photoshop and 3ds Max into the Unity game engine, authoring prototypic games in Unity, and building deployable games. Students will also learn the importance of deadlines, file management and organization.

Type of Course: Career Technical Supplementary

Can this course be repeated for credit in a degree?

No

What is the target audience/industry for this class?

game and interactive designers

Are there prerequisites to this course?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

No

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

Yes

Have you talked with a librarian regarding that impact?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit: Yes

When do you plan to offer this course?

✓ Not every term

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

No

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes

Student Learning Outcomes:

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

1. demonstrate fundamental knowledge of Unity tools;
2. demonstrate game development basics;
3. describe game design history and aesthetics;
3. describe game-ready asset development strategies;
4. utilize game-authoring workflows and techniques;
5. demonstrate programming with Unity JavaScript;
6. demonstrate Unity game builds and deployment.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. A Brief History of Digital Games
2. Game Design Industry and Practice
3. Game Design Process
4. Game Asset Workflows
5. Game Development Process
6. Building and Deploying Games

Does the content of this class relate to job skills in any of the following areas:

1. Increased energy efficiency	**No**
2. Produce renewable energy	**No**
3. Prevent environmental degradation	**No**
4. Clean up natural environment	**No**
5. Supports green services	**No**

Percent of course: 0%

First term to be offered:

Specify term: Spring 2017