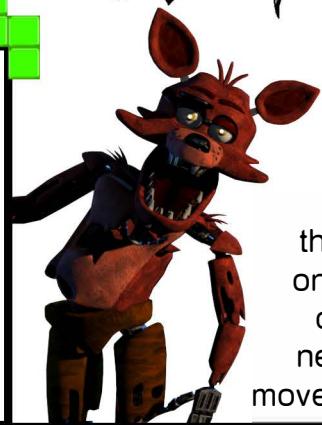


VIDEO GAME DESIGN

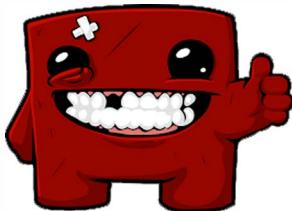


Hello! My name is Mrs. Bachuss. This is your syllabus for Video Game Design. I can't wait to see what you create for class.

A quick note - the first person to bring me a complete list of the 25 video games referenced on this syllabus will win a prize! Good luck!



I can be reached at beth.bachuss@dcs.edu, and you (and/or your parents) will need to join my remind by texting @ahsvgd to the number 81010.



Join us on facebook:
search AHS art or go to
www.facebook.com/pages/ahs-art/212107215467922

Supplies: pencil, eraser, earbuds or small headphones (not big, noise canceling ones), and a laptop that can run the required software.
Optional: spiral bound sketchbook, flash drive

Students who come to class without these items will have to work doing chores in the art department during class and must make up their classwork on their own time.



Grading: 75% of your grade will come from projects and games that you create. In order to receive full credit, you must work on the game in class. You must show progress each class to get full credit. 25% of your grade will come from planning, critiques, play testing, sprite development, and progress checks. Ten points will be deducted from your grade for each day it is late. Failure to bring required supplies will result in a zero for that day's progress check. Students who have been absent are responsible for requesting and completing all missed work.

