

Course Information

- **Description:** Students learn to design and create video games using trigonometry and higher math, computer programming in C#, as well as 2D computer animation. This course prepares students with the skills necessary for two of the video game industry's biggest needs: qualified video game designers and programmers. Strong programming skills are not needed. Such skills will be developed and refined as you progress throughout the program. This is a math-intensive program. Please review the OSPI Frameworks for this course in the class documents on the class website for a complete list of topics and competencies covered in this course.
- **Credits:** 3.0 CTE (Occupational) or Elective Credits*
 - 1.0 English Equivalency
 - 1.0 Algebra II OR Geometry Equivalency
 - *Elective Credit is based on school/district, please verify with your counselor
- **Dual Credit:** It is possible to earn 5 or more college credits through Bellevue College for this course. All programming assignments must be completed at an 80% or higher.
- **Session Times:** 7:55 AM - 10:25 AM or 11:10 AM - 1:40 PM (M - F)
- **Prerequisites:** Algebra I

Instructor Information

- **Instructor Name:** Derek Herrera-Sturm (He/Him)
- **Office Hours:** 1:40 PM - 3:30 PM
- **Office Location:** Video Game Design Classroom (Room 138)
- **Phone:** (425) 348-2233
- **Email:** herrerasturmdl@mukilteo.wednet.edu
- **Class Website:** <https://sites.google.com/mukilteo.wednet.edu/vgd-2023-24/home>
- **Best Contact Method:** Emails are generally answered within 24 hours.

Rules & Expectations

1. Respect your **teacher**, **classmates**, and the **classroom**.
2. Stay **on-task**! Listening to music is fine as long as it isn't distracting.
3. Ask permission to step out of the class and remember to take the **hall pass**.
4. Be curious and **ask questions**! Aim to improve!
5. Maintain a **professional** attitude and treat the class like a work environment.

Materials

- **Physical Materials(not required to buy, available in class):**
 - Scientific Calculator(both graphing and non-graphing are acceptable).

- Flash Drive with at least 8 GB of open storage(not necessary, but good to have if students plan on taking assignments home).
- **Digital Materials/Software(all free or available with school license):**
 - Unity 2020.3.37f1 LTS
 - Blender 3.2.2
 - Visual Studio 2019 or higher
 - Paint.NET (Most recent version)
 - Photoshop (Any version)
 - All Software is available at school. Downloading at home is recommended only if students plan on taking assignments home.

Assignments & Grading

- **Assignments & Projects:** If all requirements are met, students will get full points. Not following directions is unprofessional, and as such, will dock points(normally 2pts/10% per direction not followed).
- **Quizzes:** Retakes will be offered to all students, and recommended to students who don't pass quizzes. Work must be shown for all answers, and the number of points they earn back is dependent on how much work they showed and if they got it right.
- **Late Work:** Most assignments will be due at the end of the week to be graded over the weekend. Turning in assignments late is unprofessional and as such, will normally dock points. However, I understand that life gets in the way sometimes. If you let me know about these things ahead of time, I am normally understanding.

Mukilteo School District Non-Discrimination Statement

Mukilteo School District does not discriminate in any programs or activities on the basis of sex, race, creed, religion, color, national origin, age, veteran or military status, sexual orientation, gender expression or identity, disability, or the use of trained dog guide or service animal and provides equal access to the Boy Scouts and other designated youth groups. The following employees have been designated to handle questions and complaints of alleged discrimination: Civil Rights Coordinator and Title IX Coordinator Simone Neal (425-356-1319), NealSR@mukilteo.wednet.edu, Section 504 Coordinator Becca Anderson (425-356-1277), AndersonRA@mukilteo.wednet.edu, and the ADA/Access Coordinator Karen Mooseker (425-356-1330), moosekerkw@mukilteo.wednet.edu. Address: 9401 Sharon Drive in Everett, WA. Inquiries regarding ADA/Access issues at Sno-Isle TECH Skills Center should be directed to Wes Allen, Director (425-348-2220) allenwr@mukilteo.wednet.edu. Address: 9001 Airport Road in Everett, WA 98204.

I have read the syllabus and if I have any questions or concerns, I will reach out to the instructor. I know that this class will be a decent amount of work and I agree to give it my best effort and follow the rules and expectations listed above.

Student Print Name	Student Signature	Parent Signature	Today's Date