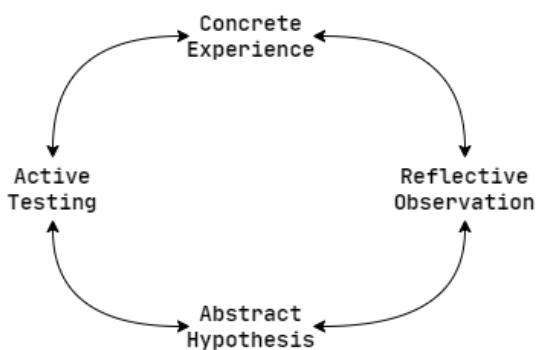


2023 Spring Semester Contract



A sloth wearing a backpack and a hardhat with a light looking for the loot, digital art

This is your contract, also known as a PULSE Check document. Progressing Upward Learning & Self-Evaluating. This system is based around two progress check-in with an optional one in the middle of the semester. It's tied to a learning cycle that deals with concrete experiences, reflective observation, abstract hypothesis, and active testing¹.



PULSE Required Meetings

- Beginning of Semester (2-3 weeks)
- Middle of Semester (7-9 weeks)
- End of Semester (14-16 weeks)

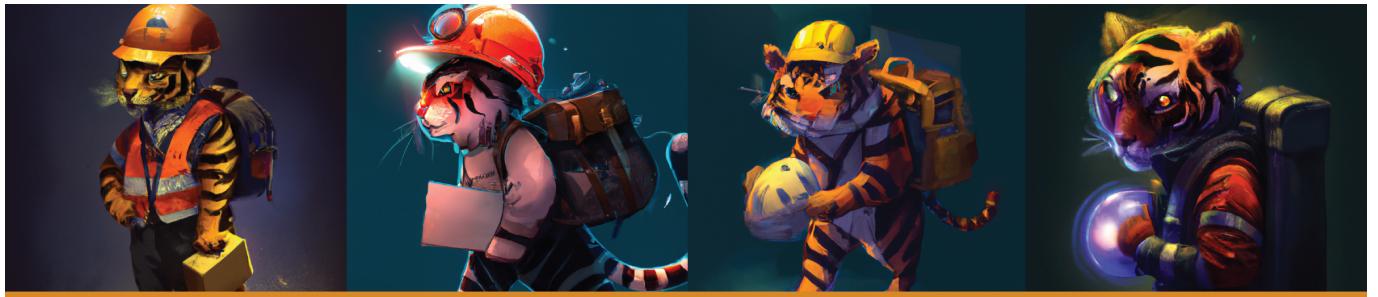
Project Idea

In our first one-on-one meeting you will spend a couple minutes explaining your project idea, we will use these few minutes to make adjustments and scope it correctly while aligning it to a Unity certificate trajectory through using Unity Learn.

PROJECT DETAILS

Details will go here...

¹: Image recreated from the work by Paul Hanstedt in '[Creating Wicked Students](#)'



A tiger wearing a backpack and a hardhat with a light looking for the loot, digital art

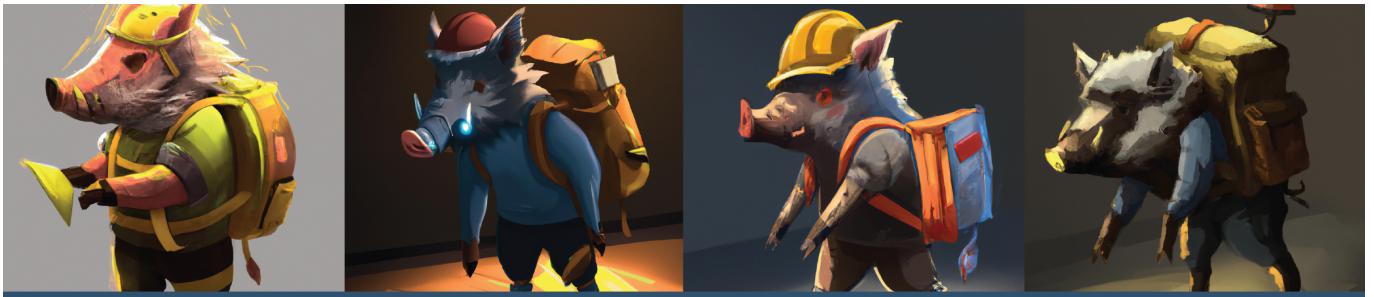
Unity Learn Pathway

Unity has great resources for their [Unity Learn platform](#). A major portion of this class is utilizing those services, please identify which Unity Learn Pathway you want to explore and then how that pathway could help lead towards a potential certification opportunity later after this class.

This is an EXAMPLE!! Combination of Creative Core, Junior Programmer, and 3D-Kit Tutorial

Setup an account with Unity, go to the Unity Learn environment and look between the [Creative Core](#), the [Junior Programmer](#), and the [3D-Game Kit](#) learning pathways. Come up with a combination of learning modules that work across these pathways - that will help build towards the more general developer certification. These pathways is what you will work on throughout the weeks and over the course of the class. You should expect to put roughly 30-40 hours in towards the Unity Learn system. At the end of the class you will be required to show that your Unity Learn pathway's have generated significant progress.

Unity Certification Interests? This isn't required but some of the more advanced students in the past expressed interest in working towards a certificate. Interested in the [Game Developer](#) unity certification.



A boar wearing a backpack and a hardhat with a light looking for the loot, digital art

Project Contract 'The Basic B'

All contracts are broken out into low-stake, medium-stake, and high-stake assignments as a list and will be customized to your project plan after our first one-on-one meeting.

Low Stake Assignments

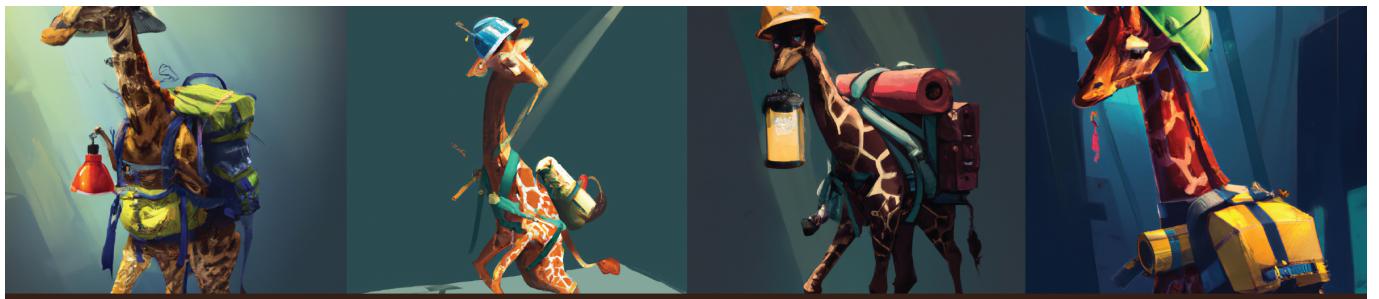
- Weekly Exit Ticket: *Complete 9 of them*
- GitHub Profile Setup
- PULSE Agreement Check-in Num.1: *Appointment Details*
- PULSE Agreement Check-in Num.3: *Appointment Details*
- Student Questionnaire
- Unity Account Setup and Forum Registration: *One Question and/or post to the Unity Forums*

Medium Stake Assignments

- Create your Unity3D Learning Plan that allocates towards 30-40 hours of effort
- GitHub Project Generation from Class Template (John will help with this setup)
- 1. Unity Game Kit Pattern Breakdown: *Game Kit Pattern Details*
- 2. Unity Game Kit Pattern Breakdown: *Game Kit Pattern Details*
- 1. Optional Medium Stake Assignment: *OMSA Details*
- 2. Optional Medium Stake Assignment: *OMSA Details*

High Stake Assignments

- End Project GitHub Pull Request Submission
- End Project Unity Project compiles and runs on device
- Completion of your Unity Learning Plan with Unity Completion Evidence
- One [Unity 2022-2023 Unite Presentation](#) and/or other accepted Unity Live Event



A giraffe wearing a backpack and a hardhat with a light looking for the loot, digital art

Project Contract 'The Advanced A'

Included everything from the [basic B](#) but includes the following additions

Additional Low Stake Assignments

- GitHub Training: Pick one: 1.) [Pull Requests](#), 2.) [Merge Conflicts](#), 3.) [Flow Model](#)
- Communication Training: Pick one, 1.) [Markdown](#), 2.) [GitHub Pages](#), 3.) [GitHub Actions](#)
- Weekly Exit Ticket: *complete 3 more for a total of 12*
- PULSE Agreement Check-in Num.2: [Appointment details](#)

Additional Medium Stake Assignments

- 3. Unity Game Kit Pattern Breakdown: [Game Kit Pattern Details](#)
- 4. Unity Game Kit Pattern Breakdown: [Game Kit Pattern Details](#)
- 3. Additional Optional Medium Stake Assignment: [OMSA DETAILS](#)
- 4. Additional Optional Medium Stake Assignment: [OMSA DETAILS](#)

Additional High Stake Assignments

- End project has zero errors upon opening in Unity
- Create your own Unity Package and host it on your public GitHub

Possible Bonus Opportunities

- VMASC Visit
- Motion Capture Participation
- [ODU English Language Center](#) Conversation Partner Program