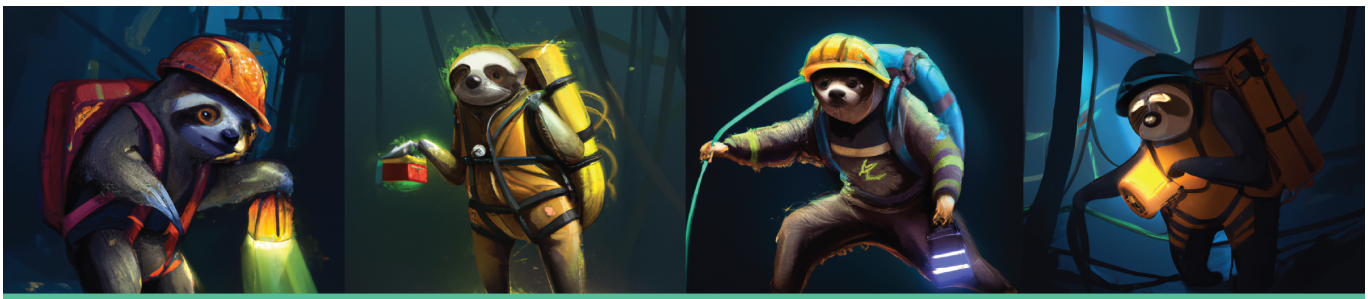
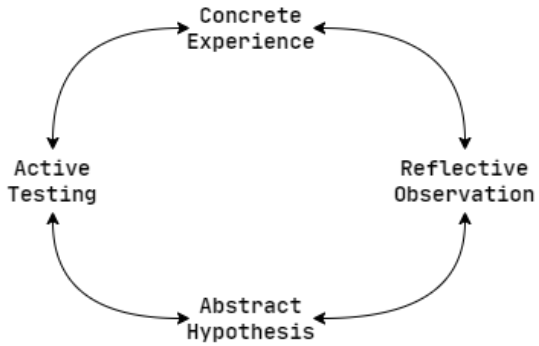
GAME 395 Topics Class

PULSE Checks



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

Progressing **U**pward **L**earning & **S**elf-**E**valuating. This system is based around two progress check-in with ideally a 3rd check-in during the middle of the semester. It's based around a learning cycle that deals with concrete experiences, reflective observation, abstract hypothesis, and active testing [1].



PULSE Progress Cycle

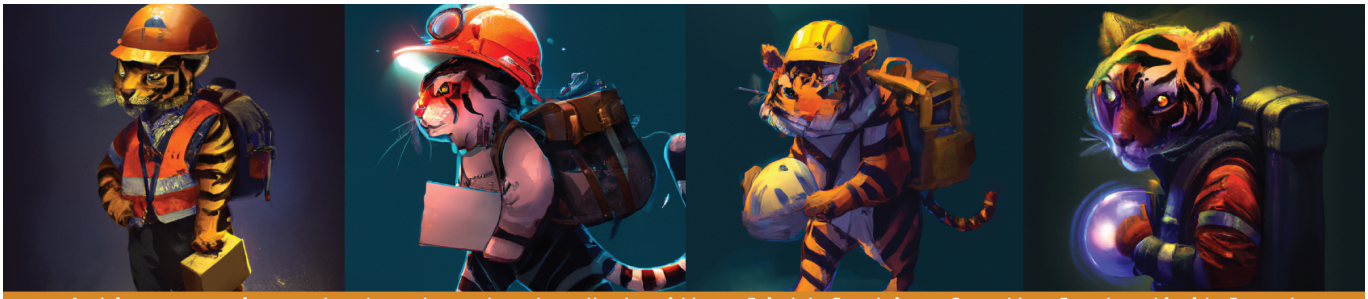
- [ ] Beginning of Semester (2-3 weeks)
- [ ] Middle of Semester (7-9 weeks)
- [ ] End of Semester (14-16 weeks)

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...

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

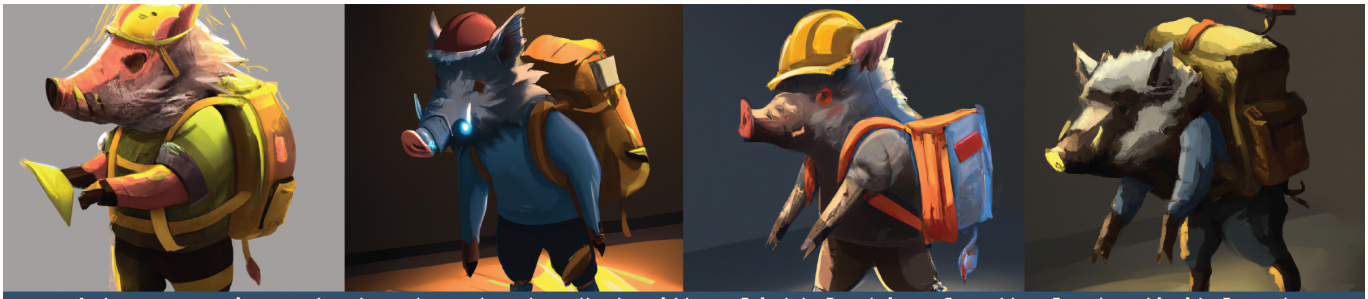
Unity Certification and Unity Learn Plan

At the end of the certification route you have training materials and ultimately a certification test. Unity breaks them up into a few different categories - for the purposes of this class we are going to look at the two high level tracks for people coming into Unity with relatively zero experience.

- For the **Certified User**, Unity uses a certificate portal created by **Certiport**. Certiport is a company that helps Unity manage their Certified user trajectories. For these pathways I've included the PDF files, if you're curious you can explore details from Certiport here.
- For the **Certified Associate**, Unity uses Pearson VUE Test Centers.

Unity Certified User	Unity Certified Associate
☐ Programmer Track	☐ Game Developer Track
☐ Artist Track	☐ Programmer Track
☐ VR Developer	☐ Artist Track

> **UNITY LEARN DETAILS**
>
> Details...



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

PULSE Basic 'B'

The basic B is broken out into the low-stake, medium-stake, and high-stake details 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
>
> **Medium Stake Assignments**
>
> - [ ] GDD Creation
> - [ ] Create your Unity3D Learning Plan and pick your Certification track
> - [ ] GitHub Project Generation from John's Template
> - [ ] 1. Game Design Program Patterns: *Program Pattern Details*
> - [ ] 2. Game Design Program Patterns: *Program Pattern Details*
> - [ ] 1. Optional Medium Stake Assignment: *OMSA Details*
> - [ ] 2. Optional Medium Stake Assignment: *OMSA Details*
>
> **High Stake Assignments**
>
> - [ ] End project Presentation, experience compiles and runs on device
> - [ ] Completion of your Unity Learning Plan and report on certification trajectory
> - [ ] Attend One Unity Live Learning Presentation and/or Unity Unite Presentation

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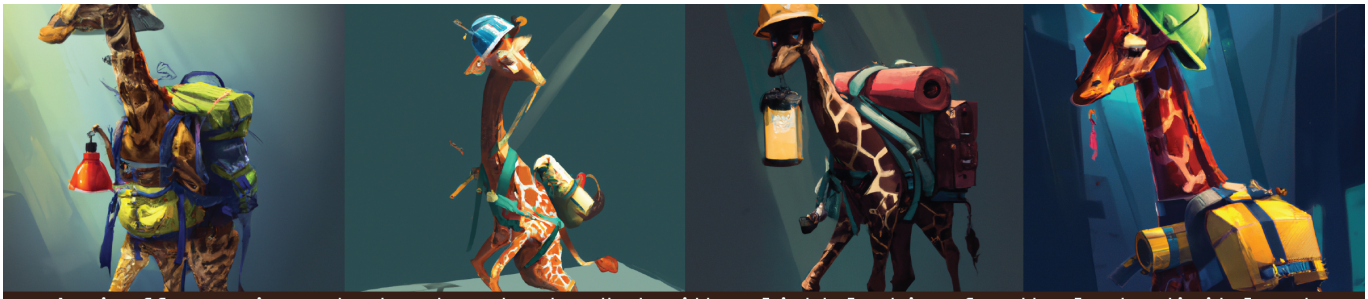

A giraffe wearing a backpack and a hardhat with a light looking for the loot, digital art

PULSE Advanced 'A'

Included everything from the basic B but includes the following additions

> **Additional Low Stake Assignments**
>
> - [ ] GitHub Training: Pick one, 1.) Extension of GitHub Pull Requests or 2.) Resolve Merge Conflicts
> - [ ] 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. Game Design Program Patterns: *Program Pattern Details*
> - [ ] 4. Game Design Program Patterns: *Program Pattern Details*
> - [ ] 3. Additional Optional Medium Stake Assignment: *OMSA DETAILS*
> - [ ] 4. Additional Optional Medium Stake Assignment: *OMSA DETAILS*
>
> **Additional High Stake Assignments**
>
> - [ ] End project Presentation, experience compiles and runs on device, *experience aligns to your GDD*
> - [ ] Create your own Unity Package and host it on GitHub