

# Unity Game Developer Course Syllabus

**Grading and Rubrics**

**Overview**

* 40%: Challenges | 8 x 5% each
* 20% Quizzes | 9 x 2.2% each
* 25% Personal Project | 1 x 35% each
* 15% Perseverance and Helpfulness

*\* Note that these weight values are only suggestions*

**Challenges**

| **Weight** | 40% (8 x 5% each) |
| --- | --- |
| **Description** | Students take what they have learned in the preceding tutorials and complete a challenge to apply those learnings in their project. |
| **Purpose** | To ingrain learning of core Unity skills and concepts through practical application, with a higher degree of autonomy than in guided tutorials. |

| **4 - Excellent** | **3 - Good** | **2 - Fair** | **1 - Unsatisfactory** |
| --- | --- | --- | --- |
| * Each aspect of the challenge is complete * Project runs with *zero* error | * Each aspect of the challenge is complete * Project runs with *minimal* error | * Some functionality missing, and/or overall not operating as expected * Project runs with some issues | * Project barely runs * Most functionality absent |

**Quizzes**

| **Weight** | 20% (9 x 2.2% each) |
| --- | --- |
| **Description** | Students complete a series of multiple choice questions. |
| **Purpose** | To give students the opportunity to apply and check their knowledge in a decontextualized environment, which will also help prepare them for the Unity Associate Game Developer exam. |

| **4 - Excellent** | **3 - Good** | **2 - Fair** | **1 - Unsatisfactory** |
| --- | --- | --- | --- |
| 90 - 100% correct | 70 - 80% correct | 50 - 60% correct | Less than 50% correct |

**Personal Project**

| **Weight** | 25% (1 x 25% each) |
| --- | --- |
| **Description** | Students conceptualize, plan, and complete a final project throughout the course, integrating features they learned during the challenges and extending them beyond. Students will be evaluated on **completeness, alignment,** and **creativity** of their project. |
| **Purpose** | To give students an opportunity to *extend* their skills to a project that is uniquely their own, further solidifying the skills they learned and giving them the confidence that they can create whatever they want with the power of Unity and C#. |

| **4 - Excellent** | **3 - Good** | **2 - Fair** | **1 - Unsatisfactory** |
| --- | --- | --- | --- |
| * Project includes features from every unit of the course * Features align to what is outlined in their Game Design Document (GDD) * Features are creatively applied | * Project includes features from every unit of the course * Features mostly align to what is outlined in their GDD * Features are, for the most part, creatively applied | * Project includes features from only some units * Features only align partially to what is outlined in their (GDD) * Features do not go much beyond what was mandated | * Project missing many features * Features misaligned to what is outlined in their (GDD) or not at all present |

**Perseverance and Teamwork**

| **Weight** | 15% |
| --- | --- |
| **Description** | Students demonstrate the ability to persist and successfully address their own hurdles throughout the course, as well as support their fellow classmates with encouragement, troubleshooting assistance, and sharing learnings. |
| **Purpose** | To ingrain in students the critical importance of problem solving and teamwork in the world of Unity and game development. |

| **4 - Excellent** | **3 - Good** | **2 - Fair** | **1 - Unsatisfactory** |
| --- | --- | --- | --- |
| * Project includes features from every unit of the course * Features align to what is outlined in their Game Design Document (GDD) * Features are creatively applied | * Project includes features from every unit of the course * Features mostly align to what is outlined in their GDD * Features are, for the most part, creatively applied | * Project includes features from only some units * Features only align partially to what is outlined in their (GDD) * Features do not go much beyond what was mandated | * Project missing many features * Features misaligned to what is outlined in their (GDD) or not at all present |