FREDERICK COMMUNITY COLLEGEComputing and Business Technology Department

3783 CMIS176-ONL1, SPRING 2021, 2nd 10-Week (10B) ONLINE

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| **Office:** | Catoctin Hall, C219 |
| **Course Title:** | Game Creation |
| **Course Credits:** | 3 |
| **Course Start Date – End Date:** | 2/27/21 – 5/14/21 |
| **Course Days/Time:** | Fully Online (asynchronous) |
| **Classroom:** | Fully Online (asynchronous) |
| **Pre- and/or Co-requisites:** | CMIS 101 or (CMIS 105 or CIS 107) or CMIS 106 or CMIS 175 |
| **Course Fees:** | N/A |

**Course Description**

Covers the creation of basic games. This hands-on course guides students step by step through the basics of building interactive games. Students learn to create computer games utilizing current technologies, such as web page design/development languages, animation/simulation software, and game engines.

**Core Learning OutcomesUpon successful completion of this course, students will be able to:**

1. Describe the steps involved in creating computer games

2. Work with a variety of game development facilities

3. Create interactive computer games

4. Test and deploy computer games on various platforms

5. Make and add animation to computer games

**Instructional Methods**

Lectures and related classroom activities, independent and/or group problem solving and project activities, class discussions, videos, text assignments, quizzes & tests

**Course Organization**

This is not a self-paced course. Important activities and deadlines are included in the Topical Outline which is part of this syllabus

**Textbook Information**

**Textbook**

Required: [HTML5 Game Development for Dummies](http://file.allitebooks.com/20150529/HTML5%20Game%20Development%20For%20Dummies.pdf); Author: Andy Harris; Publisher: Wiley  
ISBN: 9781118074763  
This is a Low Cost Open Education Resource (OER) course section

**Other Readings**

HTML5 Game Engines**;** Author: Dan Nagle; Publisher: CRC Press (Optional)

**Other equipment / material requirements (optional)**

USB Drive Strongly Recommended (if you plan to be mobile)

**Progress Report**

Students may receive some form of communication from the instructor regarding their progress no later than the 6th week of a 15-week semester or 1/3 of the instructional time for shorter sessions. Students may receive Student Success Alerts (SSA) to help them identify and address issues that are interfering with their success in the course. SSA’s are sent to the student’s “myfcc” email account; advisors also receive a copy to ensure student success. Students will be able to monitor their own progress via Blackboard Grade Center. It is the student’s responsibility to contact the instructor with questions regarding their progress.

**Assessment Methods**

|  |  |  |
| --- | --- | --- |
| Tests/Papers/Projects | Point or Percentage Value | Final Grade Scale % |
| Homework Assignments | 75 (27.3%) | A = 90% – 100% |
| Quizzes | 50 (18.2%) | B = 80% - 89% |
| Projects | 100 (36.4%) | C = 70% - 79% |
| Check for Understanding | 10 (3.6%) | D = 60% - 69% |
| Final Exam | 40 (14.5%) | F = 0% - 59% |
| TOTAL: | 275 (100%) |  |

**Codes of Academic Integrity and Student Conduct**

Work in this course is subject to the provisions of the FCC Code of Academic Integrity. Plagiarism in any form will not be tolerated. As a student, it is your job to practice academic honesty at ALL times. Make sure that all sources, particularly Internet sources, get proper credit for quotations, paraphrases, and ideas. More information about this and FCC’s Code of Student Conduct available at <http://www.frederick.edu/current-students/required-communications/student-policies-procedures.aspx>.

**Student Resources**

A variety of services are available to assist students in succeeding at FCC. Students can learn more about these services by visiting the Student Resources web page: <http://www.frederick.edu/student-resources.aspx>. Students with disabilities who are in need of accommodations or who have questions related to disabilities services should contact the Services for Students with Disabilities (SSD) Office at 301-846-2408. Students can learn more about these services by visiting their web page: <http://www.frederick.edu/student-resources/services-for-students-with-disabilities.aspx>.

**FERPA**

All student records are protected by the Family Educational Rights & Privacy Act of 1974 ([FERPA](https://www.frederick.edu/jobs-hr/policies-and-procedures/policyproceduredocuments/ferpa.aspx)). Portions of this course may be audio-visually recorded so students who cannot attend a particular session or who wish to review material can access the full content. Students who participate orally, visually, or via chat agree to be recorded. The content of this recording may not be shared with anyone who is not registered in this class without written permission, as it is an educational record.

**Participation Policy**

Active participation is required. Students in this class are expected to assume responsibility for attending and participating fully in class. There will be a graded activity during every on-campus class meeting. Student are expected to come to class prepared to participate, this includes but is not limited to reading the chapter to be covered before the class in which it is covered. Active participation will enhance the student learning process. Disruptive or unprofessional behavior diminishes the learning environment for the entire class and will not be tolerated. Students using of electronic devices (e.g., cell phones) or surfing the Web during class for material not related to active participation in the class is considered disruptive behavior. Disruptive students may be asked to leave the class and will not be given credit for participation in the class activities. (Please refer to the "Classroom Behavior" section in the Student Handbook for more information on expected behavior.) Absence from a class does not excuse a student from knowing what was covered in class or from completing activities, assignments, quizzes, tests, or other requirements of the course on time, which may affect your grade. Excused absences include illness (with doctor's note), emergencies deemed as such by your instructor, religious holidays, and official College functions. The instructor has full discretion on whether the absence qualifies as an excused absence and whether to issue makeup work for the student to complete. At the end of the course, students are expected to complete the course evaluation. Student feedback is anonymous.

**Time Commitment for Academic Success**

Please Note: Due to COVID-19, courses will be offered in one of the following learning formats: online (ONL), structured remote (SR), or hybrid remote (HYR). SR and HYR courses will typically require a similar time commitment as outlined below for online courses but may vary dependent upon the course. For time commitment expectations specific to each course section, please consult with the instructor.

Hybrid and Online: At Frederick Community College, in all online credit courses, students are expected to invest a minimum of 37.5 hours of “time on task” per credit. For example, in a 3-credit online course, students can expect to spend 112.5 hours for their course work. In a traditional 15-week, 3-credit online course, students should expect to invest an average minimum of 7.5 hours of course work per week. In a 3-credit hybrid course students are expected to spend at least 18 hours of on-campus instructional time and should invest a minimum of 94.5 additional hours of “time on task” for course work.

On-Campus: At Frederick Community College, in all credit courses, students are expected to invest a minimum of two hours completing out-of-class course work for every hour of in-class instructional time. For example, in a 3-credit course, students experience at least 37.5 hours of instructional time and should invest a minimum of 75 hours in out-of-class time preparing for the course and completing assignments. In a traditional 15-week, 3-credit course, this equates to an average minimum of 5 hours per week. Students should expect to complete selected assignments online.

**Out-of-Class Work Summary**

|  |  |  |  |
| --- | --- | --- | --- |
| Out-of-Class Work Summary | Time Required | Frequency During Term | Total Out-of-Class Time |
| Chapter reading, at home note taking | 4 hours | 13 | 52 hours |
| Homework assignments | 3 hours | 5 | 15 hours |
| Quiz preparation | 10 hours | 4 | 40 hours |
| Exam preparation | 3 hours | 2 | 6 hours |
| TOTAL: |  | 24 | 113 hours ~11.3 Hrs/Week |

**Email Communication**

All FCC students will receive and are expected to use their FCC email address for correspondence with faculty and staff at the college. Students can establish and access their FCC email accounts at the following link: <http://myfcc.frederick.edu/portal.aspx>. If you elect to forward your College email to another email account, you remain responsible for any material not received because of any defect in the forwarding mechanism or the destination account. Email is an instructional tool essential to student-instructor and student-student communication. In the Blackboard environment by default, your email address is available to all students in this course. The instructor can be expected to respond to regular student email inquiries (grades, posted assignments, and tests excluded) within the following timeframes: 24 to 36 hours for online courses; 48 hours for face-to-face and hybrid courses.

**Make-Up Dates**

Additional class meetings may be required for testing or make-up days for inclement weather, etc.

**Topical Outline**

Every effort will be made to keep to this schedule; however, the instructor reserves the right to alter or amend it as necessary.

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| **WEEK** | **DATE** | **TOPICS, READINGS, ASSIGNMENTS, DEADLINES** |
|  | 1ST Class | FCC Safety & Security Video Messages:   * [FCC Covid-19 Guidelines](https://www.youtube.com/watch?v=poVIG0Sf1x8&feature=youtu.be); * [College Emergency Response](https://youtu.be/9V7mmVG5VHw) |
| 1 | 2/27/21-3/8/21 | Read HTML5 Game Development: Chapter 1 Playing on the Web  Read HTML5 Game Development: Chapter 2 Talking To The User  Khanacademy - [Intro to JS: Drawing & Animation](https://www.khanacademy.org/computing/computer-programming/programming) (Intro, Drawing Basics, Coloring)  ALL Work is due by end of week 11:59 PM |
| 2 | 3/9/21-3/15/21 | Read HTML5 Game Development: Chapter 3 Coding Like a Pro  Khanacademy - [Intro to JS: Drawing & Animation](https://www.khanacademy.org/computing/computer-programming/programming) ( Variables, Animation Basics, Interactive Programs, Resizing w/Variables)  ALL Work is due by end of week 11:59 PM |
| 3 | 3/16/21-3/22/21 | Read HTML5 Game Development: Chapter 3 Coding Like a Pro  Khanacademy - [Intro to JS: Drawing & Animation](https://www.khanacademy.org/computing/computer-programming/programming) ( Text & Strings, Functions, Logic and If)  Project #1 - Mad Libs Game  QUIZ #1 (GD – Chp 1, 2)  ALL Work is due by end of week 11:59 PM |
| 4 | 3/23/21-4/5/21 | Read HTML5 Game Development: Chapter 4 Random Thoughts: Building a Simple Game  Read HTML5 Game Development: Chapter 5 Introducing simpleGame.js  Khanacademy - [Intro to JS: Drawing & Animation](https://www.khanacademy.org/computing/computer-programming/programming) (Debugging, Looping, Writing Clean Code)  Project #2 - Card Game  QUIZ #2 (GD – Chp 3)  ALL Work is due by end of week 11:59 PM |
| 5 | 4/6/21- 4/12/21 | Read HTML5 Game Development: Chapter 6 Creating Game Elements  Khanacademy - [Intro to JS: Drawing & Animation](https://www.khanacademy.org/computing/computer-programming/programming) (Arrays, Objects, Object – Oriented Programming, Becoming a Better Programmer)  QUIZ #3 (GD – Chp 4-5)  ALL Work is due by end of week 11:59 PM |
| 6 | 4/13/21- 4/19/21 | Read HTML5 Game Development: Chapter 7 Getting to a Game  Extra Credit:  Khanacademy – [Advanced JS: Games & Visualizations](https://www.khanacademy.org/computing/computer-programming/programming) (Intro to Games & Visualizations, Scene Management)  Project #3 – Up Stream Bear Game    ALL Work is due by end of week 11:59 PM |
| 7 | 4/20/21- 4/26/21 | Read HTML5 Game Development: Chapter 8: Motion and Animation  QUIZ #4 (GD – Chp 6-7)  Project #4 - Asteroids Game  ALL Work is due by end of week 11:59 PM |
| 8 | 4/27/21- 5/3/21 | Read HTML5 Game Development: Chapter 10: Documenting simpleGame (not assessed but VALUABLE)  Read HTML5 Game Development: Chapter 11: Ten Great Game Asset Resources (not assessed but VALUABLE)  Read HTML5 Game Development: Chapter 12: Ten Concepts Behind simpleGame (not assessed but VALUABLE)  ALL Work is due by end of week 11:59 PM |
| 9 | 5/4/21-5/10/21 | Project #5 - Final Game Project (Use HTML5 Game Development: Chapter 13 Game Starter) – (due week 10)  QUIZ #5 (GD – Chp 8 & 10)  ALL Work is due by end of week 11:59 PM |
| 10 | 5/11/21-5/14/21 | Final Exam:  GD – Chp 1 – 10 (Chp 9 not covered)  ALL Work is due by end of week 11:59 PM (Note: Short week!!!) |
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| **Important Date(s)** | | **Description** |
| 02/18, 03/03, 03/06, 04/19, and 04/20 | | On-Campus Emergency Drills (as per Security) |
| 01/18, 03/29-04/02 | | College Holidays/Breaks (see Academic Calendar) NO CREDIT CLASSES |
| 4/14/21 | | Last Date to Withdraw/Audit (see Academic Calendar) |
| 04/27 – 05/07 | | Course Evaluation Dates (as per Online Learning & Instructional Innovation – OLII) |
| TBA | | Inclement Weather Make-Up Dates (if needed) |
| **NOTE: Your instructor reserves the right to make changes to this outline as needed.** | | |