

Welcome to Game Design - CE CS 1010

This is a 3 credit college course. A rule of thumb for college courses is that 1 hour minimum of out of class work (studying, assignments, etc...) is required per credit hour.

Classroom Policies

- Games: Gaming is not allowed on school computers. If you're done with the current assignment, you should work on other class's work.
 - Tardies: If I am in the middle of a lesson, please take your seat quickly and quietly and remind me to change the attendance when I am finished. Otherwise, remind me to change the attendance when you come in to show that you were not absent.
 - Headphones: Being a project based classroom, I play music often during work time and allow students to listen to their own. There are also times where video tutorials are assigned and they're much easier to listen to through personal headphones instead of the whole class listening through their own computer speakers. I do not have extra headphones to loan out, you must bring your own.
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Grading Policy

- Late Assignments: All late assignments and quizzes will earn a maximum of 50%. Passes for late work **will only be accepted** in the same quarter it was assigned in.
- Late Passes: At the beginning of each semester, students will receive 5 late passes. Students can exchange 1 pass to turn in a late assignment or take a quiz late without penalty or to correct an assignment for full credit. Any remaining passes can be exchanged for 2 extra credit points on the state test.
- Improving an Assignment Score: If you receive a score you don't like on an assignment, it can be resubmitted with a late pass until you get full points (unlimited submission per pass). Late passes are automatically used unless instructed otherwise. Mr. Simonsen does not give out extra credit assignments.
- Students with **excused** absences need to meet with me to determine a new due date for missed assignments.
- CE Courses Only: First and Third quarter grades will serve as Weber State's "Midterm" grade and will carry to the next quarter. The grade you receive at the end of Second or Fourth quarter will be the final grade you received in the course, not an average of the

two quarters. Keep in mind that most colleges require a “C” for a course to count toward a degree.

Talk to Me

I am able to make reasonable accommodations for students with or without disabilities. If for any reason you feel that you are struggling in my class come see me before school, after school, during lunch, or send me an email. It is my job to ensure that you learn and my goal that you have fun while doing it. I am always open to suggestions on how to improve. I do not have standing office hours, but am available to appointments. You can try just stopping by, but I may not be able to give you my full attention without an appointment.

Course Breakdown

I suggest the following workflow for a typical week in this course:

1. Read the assigned chapter(s) and take notes on the important topics.
2. Take the assigned chapter quiz(zes).
3. Complete the assignments.

Following this work flow has the advantage of 1) not forgetting to take the quiz for the week, and 2) actually knowing what the important topics are so that you use them correctly in the assignment and not loose points.

READING

There are instructions in this course on DSD Canvas on “How to Access the Textbook for free through Weber State”.

Each week has an assigned chapter(s) for reading which will prepare you for the Chapter Quizzes and Interactive Assignments. I have also provided a spreadsheet with important topics and their associated chapters and sections to aid in your studying that can be found in Week 0. I suggest always starting the week out with taking notes on the chapter's important terms.

CHAPTER QUIZZES

Chapter quizzes will always be due at midnight on the Sunday following the Monday they're assigned. Each quiz is open book, open note, open friend, open internet, but timed. You are allowed unlimited attempts, but the average score will be kept; be sure to study those important terms before your first attempt. These make up 30% of your grade. I suggest completing the weeks quizzes early and not Sunday night.

ASSIGNMENTS

Each chapter has interactive assignments that will deepen your understanding of what goes into making a game in a fun way (at least I think they're fun). These will make up 30% of your grade. I suggest completing these after you take the weeks quiz at least once.

FINAL EXAM

The final exam will be made up of 100 random questions from the chapter quizzes (each students exam will be different) and will be worth 10% of your grade.

FINAL PROJECT

Toward the end of the semester, we will start Final Projects which are to make a video game design document. You will be a group project. The final project will make up 30% of your final grade.