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Syllabus

Course Description

This course is designed for students entering the AGGP program to gain practical experience in developing content using applications, techniques, and standards used by the game industry. This course includes an introductory overview of image editing and manipulation, sprites, tiles, and tile based worlds. Course material is reinforced through with hands on assignments and the creation of a portfolio.

Students who do not intend to enter the AGGP Program should instead consider enrolling in VRTS 193: Introduction to Photoshop.

Prerequisites:

Courses: Working knowledge of current desktop operating systems

Technical Standards:

The exercises in this course are designed to reflect the environment typically found in the game development and software engineering industry. The knowledge and skills developed in this course are required by employers of software developers. As such:

[?] The lab exercises for this course require the student to possess skills to

(i)   Operate a computer running a modern desktop operating system;
(i)   Write, edit, debug, and compile code using the selected programming languages and integrated development environments;
(ii) Maintain a safe lab environment for the student and other students;
(iii) Work in a team environment with other students;
(iv) Demonstration work for review in a public setting, including peers (other students & faculty).

[?] Some lab exercises limit the time a student has to complete the lab exercise.

Major Course Objectives/ Learning Outcomes:

[?] Read, write, and modify content & HTML markups
[?] Read, write, and modify CSS tag and values
[?] Analyze and implement different types of HTML5 page structures
[?] Explain and Apply interactions among HTML Markups, CSS tags, and JavaScript on a web page.
[?] Construct simple websites, including web-enabled portfolios and simple games
[?] Explain and use the major features of Photoshop.
[?] Research image creation and manipulation techniques using Photoshop and create examples
[?] Comprehend, create and implement sprites, sprite sheets, tiles, tile sheets, and tile systems
[?] Create and integrate art content for use with a level editor.

Required Text(s) and Material(s):

Removable Media:
> A USB Drive or portable drive to Save, Store, and Back up your work!!!
> Expect to generate 2-4GB of Data in this class.

Software:

> Adobe Photoshop
>> Versions allowed:
>>> Creative Cloud (CC)
>>> Creative Suite (CS), Version 2 or later
>>> "Extended" versions
>> The following products bear the Photoshop name and is not software used in class.
>>> Adobe Photoshop Elements

Abobe Photoshop Touch
Photoshop Lightroom
Students may subscribe to the Adobe's Creative Cloud service for the latest version of Photoshop or seek an older version form the Creative Suite Line to purchase. Beyond these recommendation, Faculty is unable to help students any further to obtain software for their own equipment. For this reason, this software has been loaded onto lab machines. Students should refer to room schedules (when available) for available open times.

Brackets
Brackets is an open source application for HTML, CCS, and Javascript.
http://brackets.io/

Mappy Level Editor
Free version fully featured
http://tilemap.co.uk/mappy.php
I will be showing you how to use Mappy Level Editor

Ogmo Editor
Open Source Project
http://www.ogmoeditor.com/

Supplemental Text(s) and Material(s):

Books:
HTML, XHTML, and CSS: All in One Desk Reference
Andy Harris, Wiley Press
ISBN: 978-0-470-18627-5

Adobe Photoshop CC Classroom in a Book
Adobe Creative Team, Adobe Press
ISBN-13: 978-0321928078
Note: Earlier versions for the CS Line of Photoshop can be informative

Computers/Software/Printers:

It is the student's responsibility to have access to and the ability to:

- connect to the web and the NHTI web site,
- send and receive email; including attachments,
- use a word processor,
- *install and\or use software utilized in this course.*

Textbooks, materials and software are available online at: http://www.efollett.com unless specified by your instructor.

- Under "Select your Bookstore", choose "New Hampshire"

- Under "Select Your Institution", choose the campus offering the course.

Student Communication Responsibility:

- Students are responsible for reading their NHTI student email at least once each day.
- Students are responsible to ensuring the have access to the course materials where they are stored.
- All lecture assignments will be posted in the course materials.
- Students are responsible for regularly accessing this course's Blackboard
- Blackboard will be used for submission of work.
- Students will receive assignment grades and assignment comments via Blackboard

If this is your first time using Blackboard at CCSNH, please complete the online student orientation. This orientation offers the opportunity to familiarize you with online courses.

http://www.ccsnh.edu/students/orientation-online-learning

Available Technical Support

Frequently asked questions regarding online learning, Student Information System (SIS) and student email can be found at the link below by clicking "Support Center".

http://www.ccsnh.edu/academics/online-learning-blackboard

Email Response Time
The instructor will respond to emails within 24 hours during the week and 48 hours on the weekend.

Office Hours

My availability is – Wednesday nights from 7 – 10 are my Virtual Office Hours for the Collaborate site,

Course Assessments & Rubric1:

- ? Lab Assignments   (40% of course grade)
- ? Discussions   (10% of course grade)
- ? Journals   (10% of course grade)
- ? Participation (see below)   (10% of course grade)
- ? Final Project   (30% of course grade)

Grading System:

	Passing Grades				
A	93.0 - 100	B+	87.0 – 89.9	C+	77.0 – 79.9
A-	90.0 - 92.9	B	83.0 - 86.9	C	73.0 - 76.9
		B-	80.0 - 83.9		
	Failing Grades				
C-	70.0 - 72.9	D	63.0 - 66.9	F	59.9 & Below
D	67.0 – 69.9	D-	60.0 - 63.9		

Module & Dates	Assignments	Assignment Due Dates

Week 1	Part 1: Selection and Layers Exercise
	  ☐ Exercise A – Isolate objects
	  ☐ Exercise B – Build a car / truck
	Part 2
	  ☐ Create a meme poster
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday 1/23

Week 2	Part 1
	  ☐ Create Filters with the document provided
	Part 2
	  ☐ Further your learning with a Tutorial
	Part 3
	  ☐ Create a Random Album Cover
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday 1/30

Week 3	Part 1
	  ☐ Edit the image file as explained in the word doc for Lab 3
	Part 2
	  ☐ Create a one and done animated GIF
	  ☐ Create a Loop Forever animation GIF
	Part 3
	  ☐ Further your learning with a Tutorial
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday 2/6

Week 4	Part 1
	  ☐ Create a Video Game Cover – Explained in the word doc
	Part 2
	  ☐ Create two pieces of Swag for the video game cover you created.
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday 2/13

Week 5	Part 1
	  ☐ Create a sprite in 5 different states
	  ☐ Pick from top down or side scroller game
	  ☐ Create a Character sheet with all of the States
	Part 2
	  ☐ Create GIF animations
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday 2/20

Week 6	Finish Lab 5 and Participate in the Discussion Forum Complete the Journal Assignment	Saturday 2/27

Week 7	Part 1
	  ☐ Create 20 + tiles for your game
	Part 2
	  ☐ Create the UI Elements for the Game
	
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday
		3/5

Week 8	Finish Lab 7 Participate in the Discussion Forum Complete the Journal Assignment	Saturday 3/19

Week 9	Part 1
	  ☐ Create 3 levels with Mappy or Ogmo
	Part 2
	  ☐ Create a screen shot of what the game would look like with the UI Elements.
	
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday
		3/26

Week 10	Part 1 ☐ Create a portfolio web page with HTML Participate in the Discussion Forum Complete the Journal Assignment	Saturday 4/2

Week 11	Part 1
	  ☐ Read the documentation that is given to you!
	Part 2
	  ☐ Complete the given exercise to give you an idea of how CSS works.
	Part 3
	  ☐ Add a CSS style sheet to your website
	  ☐ Update all of the web pages on your portfolio website
	
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday
		4/9

Week 12	Part 1
	  ☐ Review Materials
	Part 2
	  ☐ Complete the exercise given
	Part 3
	  ☐ Format your portfolio website
	
	Participate in the Discussion Forum
	Complete the Journal Assignment
	
	Participate in the Discussion Forum
	Complete the Journal Assignment
		Saturday
		4/16

Week 13	Part 1 ☐ Create a guessing game ☐ Add the guessing game to your website Participate in the Discussion Forum Complete the Journal Assignment	Saturday 4/23
Week 14	Part 1 ☐ Update website ☐ Go back and polish older content for the portfolio website. ☐ Get your site uploaded to the web (optional) Participate in the Discussion Forum Complete the Journal Assignment	Saturday 4/30
Week 15	Hand in the Final (This is a zipped folder that contains your portfolio website)	Saturday 5/7

Faculty may wish to add information not covered above in this area. (late assignment policy, discussion participation expectation, etc.)

Late Assignments

Avoid late assignments. It's challenging to catch up once you fall behind and it impacts the rest of the course. I understand perfectly that life does not consider obligations before disrupting your plans.

Only under crisis or heroic circumstances will a late assignment be accepted for full credit. All other late assignments will be assessed a 10% per day deduction. No assignments will be accepted more than five days past the original due date without prior approval of the instructor. This policy is not intended to be unforgiving, but an assurance that new concepts and skills build on previously learned concepts and skills, and ensures fairness to all students.

Unless otherwise noted, all items are due on the last day of each weekly learning module. Weekly learning modules end on Saturdays at midnight. The timestamp on your assignment submission determines the assignment's submission timeliness.

Discussion Participation Expectation

Thoughtful participation, in each discussion, is expected on at least four separate days throughout the weekly learning module. Initial responses to the discussion prompt are to be posted in each discussion forum by the third day of the week. Students are required to adhere to the Code of Conduct, and demonstrate proper netiquette in all aspects of our communication. Students who write and respond to the discussion prompt and classmates' posts, in a manner that is concise, clear and error-free, will likely ensure greater depth in the discussion topic/concept. Students are encouraged to revisit the NHTI policy on cheating and plagiarism.

(Each semester, NHTI faculty must attach the updated Academic Affairs Notice, which is provided by the Office of the Vice President for Academic Affairs.)