



**Instructor:** R. Joy Walters

**Office:** BW 230

**Email:** [waltersramonaj@iccm.edu](mailto:waltersramonaj@iccm.edu)

**Office Phone:** 517.990.1368

---

### COURSE DESCRIPTION

Game engine fundamental workflows will be introduced from a design perspective. Using a pre-made game engine, students will import static and animated props into an environment to create maps and levels.

---

### COURSE OUTCOMES & GOALS

Upon completion of this course, students should be able to:

- Thoroughly communicate a game's structure, storyline, and main characters.
- Demonstrate knowledge of gaming users, purposes, and consoles.
- Complete the importing of a 3D character into a pre-made engine.
- Properly map characters into a game engine.
- Understand level design fundamentals.
- Effectively use a game engine's built-in modeling tools.

---

### PREREQUISITES

Passing of CIS 172: Lighting & Texturing; CIS 173: Animation I; CIS 271: 3D Modeling II

---

### ASSOCIATE DEGREE OUTCOMES (ADOs)

The Board of Trustees of Jackson College has determined that all JC graduates should develop or enhance certain skills while enrolled in the College.

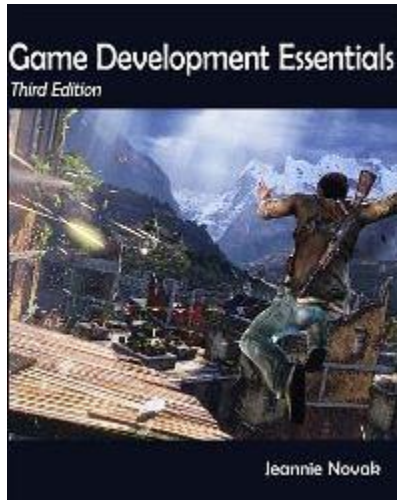
JC's goal is to prepare students to live productive and meaningful lives. Implicit in this goal are efforts to prepare students to: (a) live and work in the twenty-first century, (b) be employed in situations which will require retraining several times during a productive life, and (c) function in a rapidly changing informational society. In this course the ADO covered includes

#### **ADO 7(D), think critically**

- Demonstrates interest in learning by completing projects assigned.
- Understands conclusions by producing final capstone portfolio piece.

---

## REQUIRED MATERIALS



*Game Development Essentials: An Introduction*  
Jeannie Novak  
ISBN-10: 1111307652  
ISBN-13: 9781111307653  
Third Edition

---

## TECHNOLOGY & OTHER MATERIALS

In order to help you keep track of what we are doing during class and have your materials organized our class work will be kept within JetNet: <http://jetnet.jccmi.edu> This means you will want to check this area for the most recent work we are doing as well as to keep track of your course grade.

Additional materials you might find useful in this class may include a memory stick or online storage to transfer files from campus to your home or work. Important software we will use is **Blender**, which can be downloaded for free by going to: <http://www.blender.org>

---

## JC SOLUTION CENTER - 517-796-8639

Drop-in or open computer labs are located in William Atkinson Hall Room 103 and within the IT Commons area. Please call for available times and locations.

Any issues with JetNet, computer logins, student email logins, printing, or needing a password reset can be done by contacting the Solution Center immediately at the number above or stopping by **William Atkinson Hall Room 203**.

Their website is <http://www.jccmi.edu/informationtechnology/SolCen.htm>

---

## CENTER FOR STUDENT SUCCESS - 517-796-8415

Tutors as well as additional services for academic success can be accessed here by calling the number above, stopping by **Bert Walker Hall Room 123** or going to the office at the Centers.

Students requiring special assistance, including those affected by the **Americans with Disabilities Act**, should contact the Center for Student Success **immediately**. This is the first step in acquiring the appropriate accommodations to best facilitate learning.

Their website is <http://www.jccmi.edu/success/>

---

## PARTICIPATION & ATTENDANCE POLICY

Your success will depend upon your participation in class, time spent completing assignments, time practicing on the computer, and utilizing opportunities to work with peers. Attendance will be reported periodically to the Registrar's Office during weeks 2, 4, and 7 in the following form:

- H – the student is not doing acceptable work and needs “HELP” to be successful.
- Q – the student has not participated/attended and the instructor believes the student has unofficially withdrawn or “QUIT” the class.
- V – the student is “VERIFIED” by participating/attending class and doing acceptable work.

Please note that attending every class AND participating, including being prepared is vital for successful completion of this course and in creating your Capstone Portfolio Project.

---

## WITHDRAWAL

Because courses vary in length, it is critical that you check the last day to drop or withdraw by going to the following site located in **Student Services** and then **Registration & Records** [http://www.jccmi.edu/student-services/registration/canceled\\_drops\\_withdraws.htm](http://www.jccmi.edu/student-services/registration/canceled_drops_withdraws.htm)  
If you receive financial aid, call 517-796-8410 to discuss the impact of dropping or withdrawing.

Students who stop attending class without completing a withdrawal form will receive a grade of 0.0 from the instructor. It is **your responsibility** to withdraw from a course. You should initiate a withdrawal at the main campus Registrar's Office or at any JC center if you cannot complete the course. You should also contact the instructor when considering a withdrawal.

---

## INCOMPLETE

No incomplete grades will be given in this class except under extenuating circumstances and **only if** the student has completed at least **90% of the work and has a grade of at least 2.0** in the course. The grade of “I” is not awarded to students who did not attend, or seldom attended, or to those who simply are not pleased with their final grades. Students receiving an “I” submit only the remaining work that was not completed at the end of the semester; students **do not** redo work that was already graded. For more information visit: <http://www.jccmi.edu/policies/Academics/Policies/1003.pdf>

---

## ACADEMIC HONESTY & CONSEQUENCES

Academic honesty is expected of all students. Please refer to the Student Handbook for Student Rights and Responsibilities or by going to these sites:

- <http://www.jccmi.edu/student-life/handbook>
- <http://www.jccmi.edu/policies/StudentServices/Policies/2701.pdf>
- <http://www.jccmi.edu/policies/Academics/Policies/1004.pdf>

Anyone caught cheating on an assignment or exam will receive a zero for that project. If caught cheating more than once, the student will receive a zero for the class. This includes any student who attempts to submit work that belongs to someone else – such as copyright material or that of another student – as his/her own. All academic honesty violations will be reported to the Dean of Occupational Education. While JC encourages students to collaborate each student must take responsibility for accurately representing his/her own contribution.

---

## LATE POLICY

All of the work for class is posted in JetNet. Generally, each assignment is due **one week** after assigned unless otherwise noted. Any work submitted after the due date (**for any reason – even technical difficulties**) will be accepted with a **50% deduction**.

You are responsible for making sure the schedule in JetNet is followed **even when being absent from class**. *There is no makeup work when missing a class*; the work in this class builds upon previous assignments and must be completed in a timely manner. Any work turned in after the deadline even when you are absent from a class session will be treated as late. The only exception to the late policy is the final for class, which is due the last day of class and therefore cannot be accepted late for any reason.

---

## GRADING PROCEDURE & SCALE

You can determine your grade at any point by taking the total amount of points earned and dividing this number by the total amount of points possible at that time in the semester as grades are posted in our course JetNet site. Make sure to write down what you earn in the space provided below to assist you in knowing your current grade status for the class.

GRADING SCALE			COURSE WORK** [tentative and subject to change with prior notice given]		
Points	Percent	Grade	Assignment	Points Possible	Your Points
470-500	94-100%	4.0	In Class Tasks	100 points	
440-469	88- 93%	3.5			
410-439	82- 87%	3.0	Outside Tasks	50 points	
380-409	76- 81%	2.5			
350-379	70- 75%	2.0	Project 1	75 points	
320-349	64- 69%	1.5	Project 2	75 points	
290-319	58- 63%	1.0	Project 3	75 points	
260-289	52- 57%	0.5	Portfolio	125 points	
0-259	0-51%	0.0	<b>OVERALL TOTAL</b>	<b>500 points</b>	

---

## CLASSROOM POLICY & ETIQUETTE

Be respectful to the instructor as well as to your peers. This is a learning community so being positive and encouraging others will create the most productive, safe, and friendly environment. Any behavior considered disruptive, disrespectful, inappropriate, or threatening will be addressed by the instructor and/or security and/or the Dean of Occupational Education. Consequences may involve deduction of points/grade and/or include removal from the class.

All phones should be turned off OR placed on vibrate mode during every class session. If a call must be made or taken you must wait for an appropriate portion of the lesson and quietly move out into the hallway to quickly complete this outside communication. During class time all computer use must be related to the academic tasks at hand. The focus of class time is the completion of our daily work in order to keep all students appropriately on course. Distractions can detrimentally lower single assignment grades and your overall grade in the course.

---

\*\*There may be things that require revisions to the syllabus or calendar. For example, severe weather or instructor illness causing changes in the calendar. In any case, the entire class will be notified as soon as possible of any changes to the syllabus or calendar.\*\*