

# Distance Learning Syllabus

## **ONLINE** ASSIGNMENTS

Mrs. Burkert

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**Game Design 1 & 2, Media Production, Video Production 2 & 3**

### **Office Hours:**

I have set office hours daily in which to respond to emails, participate in online chat sessions or schedule phone calls. These office hours will be from 9-3, Monday – Friday.

### **Distance Learning Guidance:**

In the “technology survey” you chose the option to either complete your assignments online or pick-up paper copies/textbooks in which to complete the assignments. By making this selection, you will EITHER be completing and submitting ALL of your work online OR completing and submitting ALL of your work on paper. This is an either/or situation, you cannot do both. The assignments will cover the same material, but will be prepared in formats that work best for the different options. Below you will find the assignment criteria for the one you selected in the survey.

### **ONLINE Assignment Criteria:**

- All work will be assigned and submitted through your Schoology Account.
- You are responsible for “checking in” each day of school through the daily “Check-In” assignment in Schoology.
- Digital work will be available the Friday before the next school week (in some cases a week sooner, see below). This allows you extra time in which to work at your own pace.
- You can choose to do your work early, on time, all at once – as long as EVERYTHING is submitted by the end of that school week, by 5pm.
- Because of this flexible schedule, no late work will be accepted. See the schedule below:

<b>ONLINE Assignment Due Dates:</b>		
<b>Week:</b>	<b>Work Available Online</b>	<b>Work Due</b>
Week 1: 4/20 – 4/24	4/9	by 5pm 4/24
Week 2: 4/27 – 5/1	4/24	by 5pm 5/1
Week 3: 5/4 – 5/8	4/24	by 5pm 5/8
Week 4: 5/11 – 5/15	5/8	by 5pm 5/15
Week 5: 5/18 – 5/22	5/8	Material Review Week

# **Week 1: Online Learning**

## **Game Design 1 & 2**

Mrs. Burkert

Period: 1,2,3

### **WEEK 1 TOPIC: Game Design Document GDD**

**Graded Assignments: DUE by: 5pm 4/24**

All materials are located in your Schoology account in the folder titled “Week 1”.

**1) Daily check-in = 10 points a day = 50 points a week**

- a. ONE time EACH school day (Monday –Friday) log-in to Schoology and respond to the daily CHECK IN prompt.

**2) Code Academy = 50 points**

- a. Access links and submission pages in your Schoology account. **Submit** completed work by taking a screen shot and uploading to Schoology.
- b. **Complete:** Learn C++ 4<sup>th</sup> Quarter:
  - i. Vectors

**3) Ready Player One = 50 points**

- a. **Read** chapters #28-30 - access book in Schoology
- b. **Complete** quiz for Chapters # 28-30 by Friday, 4/24, 5pm
  - i. Quiz is timed and cannot be restarted, so be ready when you take it

**4) Week 1 Project = 150 Points:** completing your Game Design Document. Access the Game Design Document files using the links in the Schoology folder.

- a. **Continue writing your Game Design Document.** So far you have completed the Introduction / Marketing / Characters sections. If you did not complete these sections, you can receive partial credit if you submit by end of Week 1.
- b. **Complete GDD Section 4: Gameplay:** This is one of the most important sections of your GDD, because it explains how to control the objects in the game and how to make them interact with the other parts. It also explains how the player will execute possible moves.