



COURSE OUTLINE

Winter 2018

Please note: This outline will not be kept indefinitely. It is recommended students keep this outline for their records, especially to assist in transfer credit to post-secondary institutions.

Calendar Description on the web:

<http://camosun.ca/learn/calendar/current/web/comp.html>

1. Instructor Information

- Instructor: Jason Cumiskey
- Location: TEC 249
- Phone: 250-370-4652
- Email: cumiskey@camosun.bc.ca
- Course Website: <http://online.camosun.ca> (D2L)

2. Intended Learning Outcomes

- Design and develop a graphical user interface with interface objects in a select development environment;
- Use written, oral, and electronic communication to convey technical information effectively;
- Use knowledge of game space and scenes to design, implement, test and debug a simple interactive game; and
- Apply professional standards to ensure legal and ethical use of tools and resources in the development environment.

3. Basis of Student Assessment(Weighting)

Tests (approx. 4)	40%
Labs (approx. 11)	40%
Project*	20%
Total:	100%

*** You must submit and pass the project to pass the course**

4. Required/Recommended Materials

a) Texts (Not Required)

1. **Gibson, Jeremy.** *Introduction to Game Design, Prototyping, and Development.* New Jersey : Pearson Education, Inc., 2015. ISBN-13: 978-0-321-93316-4.

2. **Hocking, Joseph.** *Unity in Action, Second Edition.* New York : Manning Publishing Co., 2018. ISBN 13: 978-1-617294-96-9.

b) Online Resources

- Online Resources are listed on the course website in D2L.

c) Software

- Unity 2017.3.x
- Gimp 2.8.x

d) Other

- Other resources may be provided as the course progresses in the form of online links or handouts.

5. Course Policies and Guidelines

- Late lab or other assignments are not accepted unless due to medical emergency.
- Missed quizzes, term tests, final exam are not accepted unless due to medical emergency.
- Any marks appeal must happen within **7 days** of a mark being assigned.

6. Learning Support and Services for Students

There are a variety of services available for students to assist them throughout their learning.

This information is available in the College Calendar, Student Services or the College web site at

<http://camosun.ca>.

7. Student Conduct Policy

There is a Student Conduct Policy. It is the student's responsibility to become familiar with the content of this policy. The policy is available in each School Administration Office, Registration, and on the College web site in the Policy Section:

<http://camosun.ca/about/policies/policies.html>

8. Grading Policy

- **Standard Grading System (GPA)**

Percentage	Grade	Description	Grade Point Equivalency
90-100	A+		9
85-89	A		8
80-84	A-		7
77-79	B+		6
73-76	B		5
70-72	B-		4
65-69	C+		3
60-64	C		2
50-59	D	Minimum level of achievement for which credit is granted; a course with a 'D' grade cannot be used as a prerequisite.	1
0-49	F	Minimum level has not been achieved.	0

- **Temporary Grades**

Temporary grades are assigned for specific circumstances and will convert to a final grade according to the grading scheme being used in the course. See Grading Policy at <http://camosun.ca/about/policies/index.html> for information on conversion to final grades, and for additional information on student record and transcript notations.

Temporary Grade	Description
I	<i>Incomplete:</i> A temporary grade assigned when the requirements of a course have not yet been completed due to hardship or extenuating circumstances, such as illness or death in the family.
IP	<i>In progress:</i> A temporary grade assigned for courses that are designed to have an anticipated enrollment that extends beyond one term. No more than two IP grades will be assigned for the same course.
CW	<i>Compulsory Withdrawal:</i> A temporary grade assigned by a Dean when an instructor, after documenting the prescriptive strategies applied and consulting with peers, deems that a student is unsafe to self or others and must be removed from the lab, practicum, worksite, or field placement.