

e2020 Curriculum Briefing Game Design (EL5727)

Course Description

This one-semester course is intended for students who love gaming and want to design and build original games from beginning to end. Students will learn how to use Multimedia Fusion 2, a popular game design software program, to create engaging, interactive games in a variety of genres. In addition, students will get a solid foundation in the basic concepts of game development. By the end of this course, students will have a variety of polished games ready for a game-development portfolio. Step-by-step instruction guides students through various game-design projects as they learn how to use Multimedia Fusion 2. Each section of the course is followed by an assignment that builds upon the skills students learned in that section. In each assignment, students will use the skills learned in the step-by-step instruction to customize the look and feel of each section's game.

This course does not align to any known state standards.

Topics of Study

- Ball and paddle action games
- Ball and paddle block-breaking games
- Maze games
- Top-down shooter games
- Side-scrolling shooter games
- Platform games

e2020 Curriculum Briefing (continued)

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Course Features

- Multimedia Fusion 2 is flexible enough to create a variety of game genres. If students own a copy of the program after the course is complete, they can continue using it to make video games.
- Multimedia Fusion 2 provides a library of pixel graphics and sound files for use in building games.
- Student work results in executable .exe files that can be shared with fellow students, friends, or family.
- Once students become familiar with the software, additional assignments allow them to build on the techniques learned by customizing the look and sound of the basic course projects.
- Practice pages throughout the course help to reinforce conceptual content as students progress through the course. Feedback ensures that students know if they've answered the questions correctly.
- Questionnaires with professionals in the game industry ground the course material in a real-world context.

Grading

Just as with our other e2020 courses, you always have the flexibility to tailor the grade weights for the course according to your own district, school, and student needs.

The default grades for this course are as follows:

- Assignments 0%
- Essays 0%
- Quizzes 20%
- Tests 10%
- Exams 0%
- Projects 70%
- Additional 0%