



# STEAM Scope & Sequence

## Virtual Worlds

Class Term: Semester

Quarter 1

Quarter 2

Studio practice /Areas of Study

Digital divide & access, digital identity & anonymity, Fundamentals of Opensim, Community spaces & Installations, primitive sculpting, texture mapping, in world physics programming

LSL scripting, user interface design & interactivity, streaming content, game design & group space world building, Maxon 1/ z-brush integration of assets , capstone project.

Assessments

LSL scripting, user interface design & interactivity, streaming content, game design & group space world building, Maxon 1/ z-brush integration of assets, capstone project.