Whitehall-Coplay School District Syllabus

Course Title: Business of Game Development 1 Grade: 9, 10, 11, 12

DESCRIPTION OF COURSE: Game Development is a game design course and much more. The design process of planning, implementing, reviewing, and adjusting will be utilized as students create and program their games. Technical skills such as programming, graphic design, animation, testing and debugging will be taught in this course. Game Development will begin with drag-n-drop programming and advance to more complex projects that involve writing code. Students will also explore the dramatic elements and narrative design behind games. Once students have learned how to develop and program a game, they will investigate the business of game design and strategies to market an original game idea.

REQUIRED TOPICS OF STUDY	SUGGESTED INSTRUCTIONAL TIME	STANDARDS/ELIGIBLE CONTENT
Analyzing Forms of Entertainment	2 Weeks	ISTE Standards for Students: 1c, 3a-b, 3d, 5b PDE Computer and Information Technology: 15.4.12.K
Planning and Examining Game Types	6 Weeks	ISTE Standards for Students: 1d, 3b, 3d, 4a-b, 6a PDE Computer and Information Technology: 15.4.12.A, 15.4.12.H
Game Creation	5 Weeks	ISTE Standards for Students: 3a-b, 4a-d, 6a-b, 6d PDE Computer and Information Technology: 15.4.12.A, 15.4.12.G, 15.4.12.H
Designing a Marketing Plan	4 Weeks	ISTE Standards for Students: 3a, 3c-d, 4d, 6c PDE Computer and Information Technology: 15.2.12.B, 15.3.12.B, 15.3.12.E, 15.3.12.I, 15.9.12.K
Analyzing Forms of Entertainment	2 Weeks	ISTE Standards for Students: 1c, 3a-b, 3d, 5b PDE Computer and Information Technology: 15.4.12.K

RESOURCES: code.org, Bloxels (game creation software), Google CS First, various online videos and articles

Revised: 8/2018