



# Wayne County Community College District

## COURSE SYLLABUS

### VGD 999 Video Game Project

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**CREDIT HOURS:** 2.00

**CONTACT HOURS:** 30.00

**COURSE DESCRIPTION:**

Students will develop a Computer Game concept, turn it into a design, implement the programming and art required and produce it on the committed schedule. Go/no go milestones and final “publisher” acceptance reviews will mimic the Industry. The students will have a deliverable for their portfolio that can be used for employment purposes.

**PREREQUISITES:** NONE

**EXPECTED COMPETENCIES:**

Upon completion of this course, the student will be familiar with:

- Demonstrate an understanding of all computer gaming concepts
- Develop a computer animated game
- Illustrate the ability to complete projects on a specific time schedule
- Produce a professional portfolio

**ASSESSMENT METHODS:**

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

**GRADING SCALE:**

90%-100% = A

80%-89.9%= B

70%-79.9%= C

60%-69.9%= D

<60% = E