



Grossmont-Cuyamaca Community College District Articulation Agreement

Course to be Articulated:	Credits	College Course	Units
Game Design 3,4,5,6	10.0	CSIS 160 Introduction to Video Game Development	
School Name: Monte Vista High School		College: Grossmont College	

1. Course Prerequisites

None

2. Recommended Preparation

None

3. College Course Description

The course uses a combination of in-class exercises and design assignments primarily worked on outside of class. The in-class exercises give students a chance to put into practice the concepts and vocabulary covered in class, while the assignments provide a more in-depth exploration of the course material and the iterative game design process.

4. Required Content for Articulation

- Put into practice the basic tools of game design
- Learn about the kinds of play games provide
- Understand the demands gameplay makes on players
- Experience the iterative game design process
- Develop critical thinking skills related to the analysis of games and play
- Pitch presentations of game ideas
- Completed Unity Game

5. Required Competencies (SLOs) for Articulation

- Works on teams, teaches others, serves customers, leads, negotiates, and works well with people from culturally diverse backgrounds. Understands various game development team roles (programmer, art lead, project manager, game designer etc)
- Uses digital media to increase effectiveness of oral and written communication in a timely matter
- Writes a clear and concise project proposal, with timeframe
- Analyzes and evaluates complex problems and finds effective and efficient solutions
- Understands digital tools for design process and selects appropriate tool for a task.
- Uses a variety of different rendering options for desired output
- Embeds variety of music into games
- Efficiently uses functions to simplify code
- Understands the importance of programming efficiently to optimize game play
- Create levels that have rhythm and balance
- Understands user friendly game play experience.
- Examines current gaming industry trends

6. Assessment Methods

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system

- a. Pitch presentations
- b. Game development
- c. Publish final games

7. RUBRIC Attached (if applicable)

8. Texts and other supporting materials (software, etc.)

- a. Unity (3D gaming software)
- b. Photoshop

9. Criteria for Course Articulation

- a. High school and college teachers attend articulation meetings to determine curriculum alignment and articulation competency rubric.
- b. Student must pass high school course with a grade of "B" or better and have mastered course competencies as identified in the articulation competency rubric.

Articulation meeting held November 17, 2020

Effective date Fall 2020

Expiration date December 1, 2023

School or Institution/CTE/Signatures


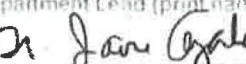
College Signatures



 Teacher 1-28-21
 Date


 Department Lead Grossmont College 12/7/20
 Date


 Teacher (print name)

 Principal 1/28/21
 Date


 Department Lead (print name)

 Dean of CTE Grossmont College Date


 School/Institution

Dr. Javier Ayala
 Dean of CTE (print name)

Additional Instructors

 Teacher Date

 Teacher (print name)

 Teacher Date

 Teacher (print name)