

FLORIDA STATE COLLEGE AT JACKSONVILLE

COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER:	CAP 2023
COURSE TITLE:	Introduction to Game Programming
PREREQUISITE(S):	DIG 2000
COREQUISITE(S):	None
CREDIT HOURS:	3
CONTACT HOURS/WEEK:	4
CONTACT HOUR BREAKDOWN:	
Lecture/Discussion:	
Laboratory:	
Other Lecture/Lab Combination:	4
FACULTY WORKLOAD POINTS:	3.7
STANDARDIZED CLASS SIZE ALLOCATION:	24
CATALOG COURSE DESCRIPTION:	This course is designed for individuals who would like to learn how to design and develop web-based computer games. This course includes instruction in game genres, game strategy, game design, storyboarding, animation programming, video programming, digital sound programming, video and sound sequencing, and programming in the ActionScript language.
SUGGESTED TEXT(S):	<u>ActionScript 3.0 Game Programming University</u> , by Gary Rosenzweig. Que Publishing: latest edition <u>Beginning Flash Game Programming For Dummies</u> , by Andy Harris. For Dummies Publisher: latest edition
IMPLEMENTATION DATE:	Spring, 2004 (20042)
REVIEW OR MODIFICATION DATE:	Fall Term, 2008 (20091) - Outline Review 2007

COURSE TOPICS	CONTACT HOURS <u>PER TOPIC</u>
I. Introduction to <i>Game Development</i>	3
II. <i>Game Genres</i>	3
III. <i>Game Design</i>	3
IV. Introduction to <i>Macromedia Flash</i>	3
V. <i>Building and Editing Symbols</i>	3
VI. <i>Basic Animation</i>	3
VII. <i>Working with Layers</i>	3
VIII. <i>Advanced Animation</i>	3
IX. <i>Navigation and Interactivity</i>	3
X. <i>Sounds and Sound Effects</i>	3
XI. <i>Movie Clips</i>	3
XII. <i>Storyboarding Games</i>	3
XIII. <i>Introduction to ActionScript</i>	3
XIV. <i>Controlling events with ActionScript</i>	3
XV. <i>Saving and Publishing</i>	3
XVI. <i>Game Projects</i>	15
Total Contact Hours:	60

PROGRAM TITLE: Computer Programming and Analysis
COURSE TITLE: Introduction to Game Programming
CIP NUMBER: 1507.030500 (AS)/ 0507.030500 (AAS)

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

01.0 PERFORM DATA FILE ACTIVITIES -- The student will be able to:

01.02 Identify security procedures to maintain integrity of files.

02.0 PERFORM ANALYSIS ACTIVITIES -- The student will be able to:

02.01 Communicate with users.

02.02 Define requirements.

02.03 Analyze user requirements.

02.04 Evaluate alternatives.

02.05 Analyze system requirements.

02.06 Create a plan for design.

02.07 Develop a timeline.

02.08 Communicate the plan.

02.09 Develop systems specifications.

02.10 Develop systems documentation.

02.11 Evaluate System

03.0 PERFORM PROGRAM DESIGN ACTIVITIES -- The student will be able to:

03.01 Demonstrate knowledge of computer concepts and terminology

03.02 Identify basic computer components and their functions.

03.03 Develop design specifications.

03.04 Select development.

03.05 Validate design specifications.

03.06 Document design.

03.07 Communicate design specifications

03.08 Develop prototype.

04.0 PERFORM CODING ACTIVITIES -- The student will be able to:

04.01 Identify modules.

04.02 Design module.

04.03 Code module.

04.04 Document module.

04.05 Test module.

04.06 Debugging code.

04.07 Revise module code.

04.08 Assemble modules.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

04.09 Demonstrate proficient use of programming development tools.

05.0 PERFORM TESTING ACTIVITIES -- The student will be able to:

- 05.01 Develop test plan.
- 05.02 Develop test data.
- 05.03 Validate input(s).
- 05.04 Perform test(s).
- 05.05 Validate expected outcomes.
- 05.06 Determine system boundaries.
- 05.07 Load test the system.
- 05.08 Revise program code.
- 05.09 Document results.

07.0 PERFORM IMPLEMENTATION ACTIVITIES -- The student will be able to:

- 07.01 Develop an implementation plan.
- 07.02 Install system.
- 07.03 Validate system.
- 07.04 Troubleshooting methodologies.
- 07.05 Document implementation.

09.0 PERFORM EVALUATION ACTIVITIES -- The student will be able to:

- 09.01 Review project plans
- 09.02 Assess quality.
- 09.03 Identify improvements.
- 09.04 Assist in revisions and enhancements.
- 09.05 Assist in project evaluation.
- 09.06 Recommend improvements.
- 09.07 Provide feedback.

10.0 DEMONSTRATE PROFESSIONAL DEVELOPMENT SKILLS -- The student will be able to:

- 10.02 Read industry journals and magazines.
- 10.05 Develop insights and skills through structured experimentation
- 10.06 Anticipate future industry trends.

12.0 DEMONSTRATE GENERAL ORGANIZATIONAL COMPUTING WORKPLACE COMPETENCIES --

The student will be able to:

- 12.01 Follow oral and written instructions.
- 12.02 Prepare, outline, and deliver a short oral presentation.
- 12.03 Participate in group discussion as a member and as a leader.
- 12.04 Obtain appropriate information from graphics, maps, or signs.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

- 12.05 Prepare visual material to support an oral presentation.
- 12.06 Demonstrate self-motivation and responsibility to complete an assigned task.
- 12.09 Identify and discuss issues contained within professional codes of conduct.
- 12.10 Identify and discuss software licensing issues.
- 12.11 Identify and discuss property rights and licensing issues.
- 12.12 Identify and discuss privacy issues.
- 12.13 Identify and discuss encryption issues.
- 12.14 Identify legal liability issues.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

Section 1	
COURSE PREFIX AND NUMBER: <u>CAP 2023</u>	SEMESTER CREDIT HOURS (CC): <u>3</u> CONTACT HOURS (NCC): _____
COURSE TITLE: <u>Introduction to Game Programming</u>	

Section 2
TYPE OF COURSE: (Click on the box to check all that apply)

<input type="checkbox"/> AA Elective	<input type="checkbox"/> AS Required Professional Course	<input type="checkbox"/> College Prep
<input checked="" type="checkbox"/> AS Professional Elective	<input type="checkbox"/> AAS Required Professional Course	<input type="checkbox"/> Technical Certificate
<input type="checkbox"/> Other _____	<input type="checkbox"/> PSAV	<input type="checkbox"/> Apprenticeship
<input type="checkbox"/> General Education: (For General Education courses, you must also complete Section 3 and Section 7)		

Section 3 (If applicable)
INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:

<input type="checkbox"/> Communications	<input type="checkbox"/> Social & Behavioral Sciences	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Natural Sciences	<input type="checkbox"/> Humanities	

Section 4
INTELLECTUAL COMPETENCIES:

<input checked="" type="checkbox"/> Reading	<input checked="" type="checkbox"/> Speaking	<input checked="" type="checkbox"/> Critical Analysis	<input type="checkbox"/> Quantitative Skills	<input type="checkbox"/> Scientific Method of Inquiry
<input checked="" type="checkbox"/> Writing	<input checked="" type="checkbox"/> Listening	<input checked="" type="checkbox"/> Information Literacy	<input checked="" type="checkbox"/> Ethical Judgment	<input checked="" type="checkbox"/> Working Collaboratively

Section 5	
LEARNING OUTCOMES	METHOD OF ASSESSMENT
• Discuss characteristics of various game genres	Exams
• Demonstrate proficiency with game design	Authentic Learning Tasks, Projects
• Build and Edit Flash Symbols	Authentic Learning Tasks, Projects
• Demonstrate basic animation in Flash games	Authentic Learning Tasks, Projects
• Design Flash games using layers	Authentic Learning Tasks, Projects
• Build Flash games with advanced animation	Authentic Learning Tasks, Projects
• Demonstrate navigation in games	Authentic Learning Tasks, Projects
• Use ActionScript to control events in Flash games	Exams, Projects
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Section 6
Name of Person Completing This Form: John J. Trifiletti Date: 9/19/2007