Washtenaw Community College Comprehensive Report

ANI 180 Introduction to Game Level Design
Effective Term: Fall 2018

Course Cover

Division: Business and Computer Technologies
Department: Digital Media Arts
Discipline: Animation
Course Number: 180
Org Number: 14500
Full Course Title: Introduction to Game Level Design
Transcript Title: Intro to Game Level Design
Is Consultation with other department(s) required: No
Publish in the Following: College Catalog , Time Schedule , Web Page
Reason for Submission: New Course
Change Information:
Rationale: This is the first course in the proposed Game Art Certificate.
Proposed Start Semester: Fall 2018
Course Description: In this course, students will learn to use industry standard game design software to create basic gameplay levels using premade assets. This will involve placing and editing assets and interactive triggers within a level and packaging levels properly for successful export. Throughout this course, students will develop a modular design approach that is critical for intelligent and efficient game design.

Course Credit Hours

Variable hours: No
Credits: 4
Lecture Hours: Instructor: 60 **Student:** 60
Lab: Instructor: 0 **Student:** 0
Clinical: Instructor: 0 **Student:** 0
Other: Instructor: 30 **Student:** 30

Total Contact Hours: Instructor: 90 **Student:** 90
Repeatable for Credit: NO
Grading Methods: Letter Grades
Audit
Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

No Level Required

Requisites

Prerequisite
ANI 150 minimum grade "C"

General Education

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Place and edit assets and interactive triggers within the game engine.
   Assessment 1
   Assessment Tool: Project
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Departmentally-developed rubric
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Departmental faculty

2. Use a modular design approach for building models and textures in a real-time environment.
   Assessment 1
   Assessment Tool: Project
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Departmentally-developed rubric
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Departmental faculty

3. Package a game level for export.
   Assessment 1
   Assessment Tool: Project
   Assessment Date: Fall 2021
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Departmentally-developed rubric
   Standard of success to be used for this assessment: 70% of students will score 70% or higher
   Who will score and analyze the data: Departmental faculty

Course Objectives

1. Customize the level design software user interface (UI).
2. Define player scale and field of view.
3. Plan the player path.
4. Create custom level terrains.
5. Bound the world invisibly.
6. Use modular elements for efficient game play.
7. Move, scale, and rotate assets within a level.
8. Work with basic collision objects.
9. Apply and adjust textures and material attributes with the game engine.
10. Light game play levels strategically and artistically.
11. Animate simple assets within the game engine.
12. Place and edit interactive triggers within the game engine.
13. Use industry specific gaming terminology.

14. Package a game level for export.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

Level III classroom
Computer workstations/lab

Reviewer	Action	Date
Faculty Preparer:		
Kevin Bindschadler	*Faculty Preparer*	*Sep 29, 2017*
Department Chair/Area Director:		
Ingrid Ankerson	*Recommend Approval*	*Oct 02, 2017*
Dean:		
Eva Samulski	*Recommend Approval*	*Oct 03, 2017*
Curriculum Committee Chair:		
Lisa Veasey	*Recommend Approval*	*Dec 11, 2017*
Assessment Committee Chair:		
Michelle Garey	*Recommend Approval*	*Nov 29, 2017*
Vice President for Instruction:		
Kimberly Hurns	*Approve*	*Dec 18, 2017*