Washtenaw Community College Comprehensive Report

ANI 240 Advanced Game Level Design
Effective Term: Spring/Summer 2020

Course Cover
Division: Business and Computer Technologies
Department: Digital Media Arts (new)
Discipline: Animation
Course Number: 240
Org Number: 14500
Full Course Title: Advanced Game Level Design
Transcript Title: Advanced Game Level Design
Is Consultation with other department(s) required: No
Publish in the Following: College Catalog , Time Schedule , Web Page
Reason for Submission: Course Change
Change Information:
    Pre-requisite, co-requisite, or enrollment restrictions
    Objectives/Evaluation
Rationale: Rationale for changes include updating the objective language a bit and removing the requirement of having already taken or being concurrently enrolled in ANI 250 as it is overly restrictive and impeding student progress through the program.
Proposed Start Semester: Winter 2020
Course Description: In this course, students will build on game level construction skills. Students will import original, custom-made assets to build effective levels. They will learn to add atmospherics, foliage, and dynamic forces. Students will also learn to create in-game cinematics.

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 180 minimum grade "C"

General Education

Request Course Transfer
Proposed For:

Student Learning Outcomes

1. Import original, student-created assets into 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. Add dynamic forces and visual effects in 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

3. Create in-game cinematics.
   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. Add atmospheric effects to game levels.
2. Populate a game level with foliage.
3. Define bodies of water in-engine.
4. Integrate post-processing effects to the level.
5. Add dynamic forces such as wind and fire to game level.
6. Import and rig custom characters.
7. Integrate custom-made props into game level.
8. Manage complex collision settings in a game level.
9. Create custom cameras and points of view.
10. Package a game for distribution.
11. Integrate Level of Detail model systems into a game level.
12. Customize in-game AI to change character behavior.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

Level III classroom

Reviewer	Action	Date
Faculty Preparer:		
Kevin Bindschadler	*Faculty Preparer*	*Nov 18, 2019*
Department Chair/Area Director:		
Ingrid Ankerson	*Recommend Approval*	*Nov 19, 2019*
Dean:		
Eva Samulski	*Recommend Approval*	*Nov 20, 2019*
Curriculum Committee Chair:		
Lisa Veasey	*Recommend Approval*	*Jan 07, 2020*
Assessment Committee Chair:		
Shawn Deron	*Recommend Approval*	*Jan 09, 2020*
Vice President for Instruction:		
Kimberly Hurns	*Approve*	*Jan 13, 2020*

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Washtenaw Community College Comprehensive Report

ANI 240 Advanced Game Level Design
Effective Term: Fall 2018

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Course Cover

Division: Business and Computer Technologies
Department: Digital Media Arts
Discipline: Animation
Course Number: 240
Org Number: 14500
Full Course Title: Advanced Game Level Design
Transcript Title: Advanced 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: In order for the Video Game Art Certificate to be truly useful, students must be able to integrate their own assets into a video game level. This course accomplishes that feat.
Proposed Start Semester: Fall 2018
Course Description: In this course, students will build on game level construction skills. Students will import original, custom-made assets to build effective levels. They will learn to add atmospherics, foliage, and dynamic forces. Students will also learn to create in-game cinematics.

Course Credit Hours

Variable hours: No
Credits: 4
Lecture Hours: Instructor: 60 **Student:** 60
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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 minimum grade "C"
ANI 180
and
Prerequisite
ANI 250 minimum grade "C"; may enroll concurrently

<u>General Education</u>

<u>Request Course Transfer</u>
   Proposed For:

<u>Student Learning Outcomes</u>

    1. Import original, student-created assets into 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. Add dynamic forces and visual effects in the game engine.
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            Assessment Tool: Project
            Assessment Date: Fall 2021
            Assessment Cycle: Every Three Years
            Course section(s)/other population: All
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            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
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    3. Create in-game cinematics.
        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
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<u>Course Objectives</u>
    1. Add atmospheric effects to game levels.
    2. Populate a game level with foliage.
    3. Define bodies of water in-engine.
    4. Integrate post-processing effects to the level.
    5. Add dynamic forces such as wind and fire to game level.
    6. Import custom characters made using HumanIK rigs.
    7. Integrate custom-made props into game level.
    8. Manage complex collision settings in a game level.
    9. Create custom cameras and points of view.
  10. Package a game for distribution.
  11. Integrate Level of Detail model systems into a game level.

12. Customize in-game AI to change character behavior.

New Resources for Course

Course Textbooks/Resources
Textbooks
Manuals
Periodicals
Software

Equipment/Facilities
Level III classroom

Reviewer	Action	Date
Faculty Preparer:		
Randy Van Wagnen	*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*	*Nov 28, 2017*
Assessment Committee Chair:		
Michelle Garey	*Recommend Approval*	*Nov 29, 2017*
Vice President for Instruction:		
Kimberly Hurns	*Approve*	*Dec 02, 2017*