Disclaimer Reserving Right to Change Syllabus:
The instructor reserves the right to amend this syllabus as necessary.

Course and Section Number:
IMED-2345-81001: Interactive Digital Media II
(Cross-listed with IMED-1345-81001, IMED-2345-81001 & GAME-2342-81001)

Semester:
Fall 2019 Game Classes: August 26, 2019 – December 12, 2019

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Class meets the entire time listed here.
Mondays and Wednesdays
09:05AM - 11:30AM

Room:
Room T250

Instructor Information:
Instructor’s name: Collin Eye
E-mail address: CEye@dcccd.edu
Richland phone: 972-238-3784
Office Number: N129
Office Hours: 11:00am - 1:00pm MWR
Mail Box Location: WH-101

Prerequisite:
IMED 1345: Interactive Digital Media I

Official WECM Course Description (cannot be altered in any way):
Instruction in the use of scripting language to create interactive multimedia applications. Topics include building a user interface, writing script, testing, and debugging.

Official WECM End-of-Course Outcomes (cannot be altered in any way):
Utilize scripting for interactivity; develop multimedia applications; and implement control structures.

Official SCANS Skills:
The Secretary’s Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today’s dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:
• Monitors and Corrects Performance - distinguishes trends, predicts impacts on system operations, diagnose systems performance and corrects malfunctions
• Arithmetic/Mathematics - performs basic computations and approaches practical problems by choosing appropriately from a variety of mathematical techniques
• Problem Solving - recognizes problems and devises and implements plan of action
• Reasoning - discovers a rule or principle underlying the relationship between two or more objects and applies it when solving a problem

Required Lab Hours:
This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

Students are required to spend at least 1 extra hour(s) per week outside of class working on student projects.

Multimedia Learning Center Lab Information and Hours of Operation:
The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

LAB HOURS
Mon-Thurs, 9 a.m.-9:45 p.m.; Fri, 9 a.m.-4:45 p.m.;
Sat (Spring & Fall), 12 p.m.-4:45 p.m.; Sat (Summer), closed;
Sun: closed

Lab is closed for the same Holidays as the College.
The Lab may close between semesters.
The Lab may be used as a Classroom at various times during the year and will not be available to drop-in students.

The other campus computer lab for credit student use is Del Rio, D229, which has longer lab hours.

All Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available at the Office of Student Life in El Paso Hall, E040.

Textbooks:
No textbook is required for this class.
None; we will use the Apple documentation.

Supplies:
Required Supplies for all Courses: headphones and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.

Course Outline:
<table>
<thead>
<tr>
<th>MODULE</th>
<th>TOPIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Module 1</td>
<td>C++ Basics</td>
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<tr>
<td></td>
<td>Memory &amp; Pointers</td>
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<td></td>
<td>Allocators</td>
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<tr>
<td>Module 2</td>
<td>Platform APIs</td>
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<tr>
<td></td>
<td>Input</td>
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<tr>
<td></td>
<td>Basic Rendering</td>
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<tr>
<td>MODULE</td>
<td>TOPIC</td>
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<tr>
<td>Project 1</td>
<td>Colors, 2D shapes, Input</td>
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<tr>
<td>Module 3</td>
<td>Sprites, Audio, File formats, Entity Management</td>
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<tr>
<td>Project 2</td>
<td>Simple 2D sprite-based game</td>
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<tr>
<td>Module 4</td>
<td>Rendering APIs, Shaders, Vertices, Triangles, Normals, Transforms, Projection</td>
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<tr>
<td>Project 3</td>
<td>Simple 2D or 3D game using GPU</td>
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<tr>
<td>Module 5</td>
<td>Classes &amp; Objects, Unreal Engine</td>
</tr>
<tr>
<td>Project 4</td>
<td>Game made in Unreal</td>
</tr>
</tbody>
</table>

**Grading Procedure:**

<table>
<thead>
<tr>
<th>SUMMARY OF GRADED WORK</th>
<th>GRADE PERCENTAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Projects</td>
<td>70%</td>
</tr>
<tr>
<td>Participation</td>
<td>30%</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>FINAL PERCENTAGE</th>
<th>LETTER GRADE</th>
</tr>
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<tbody>
<tr>
<td>90-100%</td>
<td>A</td>
</tr>
<tr>
<td>80-89%</td>
<td>B</td>
</tr>
<tr>
<td>70-79%</td>
<td>C</td>
</tr>
<tr>
<td>60-69%</td>
<td>D</td>
</tr>
<tr>
<td>0-59%</td>
<td>F</td>
</tr>
</tbody>
</table>

**Participation Expectations**

Participation is based on you engaging in discussions about lecture material and projects during class. If you are given a task to do during class, that is part of your participation.

**Project Grading Rubric**

Most of these are relatively subjective; what’s interesting to me might bore you. I will not be judging you based on how interesting it is to me, but how interesting it is to someone; if you can tell me why it’s interesting to you, that’s all I need. I’m looking for something more than “it’s fun”, or “it’s like that popular game”. I want you to tell me what ideas are in the game that interest you, and why.

These are the four criteria I use when grading your project. There is not a fixed percentage for each, so grading can be flexible. For instance, maybe your game is not particularly sophisticated, but it might be completely correct and demonstrate a high-level of craft, and those aspects might make up for the lack of sophistication. Roughly tho you can think of these as being worth 25% each

1. Completeness: how fully implemented is your game? Are controls presented to the player? What happens when you beat a level?
2. Correctness: how bug free is your program?
3. Sophistication/intrigue: the world has enough run-of-the-mill games and clones. They’re a great way to learn, but make sure you fixate and explore what’s interesting about the game to you. This helps you stand out. If your portfolio is mobile-game clones your portfolio will not stand out.
4. Craft: this is things like “how good does the jump in your platformer feel”, “is your healthbar clearly presented”, “are your level transitions smooth” etcetera.
Grade Reports:
Final grade reports are not mailed to students. You may view your final grades via eConnect. From the Current Credit Student menu, select “My Grades” under “My Personal Information.” If you are not already logged in, you will be prompted to do so. Select the grade type you wish to review. Press the submit button, and all grades for the selected grade type will be shown.

Academic Calendar:
2019 Fall Thursday Evening Flex Term Classes Multimedia/Photography Calendar

September 5, 2019 – December 12, 2019
Wednesday Evening Flex Term only.
Regular classes, Saturday only courses and Online Flex Term courses have different calendars.

<table>
<thead>
<tr>
<th>CALENDAR DATE</th>
<th>CALENDAR DATE DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>September 2 (M)</td>
<td>Labor Day Holiday - campus closed, including lab.</td>
</tr>
<tr>
<td>September 5 (R)</td>
<td>Thursday Evening Flex Term courses begin</td>
</tr>
<tr>
<td>September 17 (T)</td>
<td>12th Class Day / Census Day for Thursday Evening Flex Term classes. Last day to drop a course without receiving a &quot;W&quot; grade on transcript.</td>
</tr>
<tr>
<td>November 18 (M)</td>
<td>Final Withdraw Date: Last Day for Thursday Evening Flex Term classes to withdraw with a grade of &quot;W&quot;.</td>
</tr>
<tr>
<td>November 28 – December 1 (R-Su)</td>
<td>Thanksgiving Holiday: College buildings &amp; offices (including the lab) will be closed for the holiday.</td>
</tr>
<tr>
<td>December 12 (R)</td>
<td>Final Exam Day for Thursday Evening Flex Term classes</td>
</tr>
<tr>
<td>December 12 (R)</td>
<td>Semester Ends. Last day lab is open for the semester.</td>
</tr>
</tbody>
</table>

Drop Date:
September 17 (T) is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

Withdrawal Date:
November 18 (M) is the last day to withdraw from this course with an automatic "W".

Institutional Policies:
Available at: Syllabus Institutional Policy Statements

Classroom Policies:
Please read the following classroom policies listed below.

Attendance Policy:
In order to be successful, students must attend and participate in enrolled courses.

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the missed lessons and assignments.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the ACCESS Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.
Food and Drink Policy:
Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

Web Server Posting Policy:
The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

Computer/Internet Use Policy:
Currently enrolled Richland College Multimedia, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography activities.

Students using their own laptops must use the wireless connection in the Thunderduck Hall building and cannot use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the Student Code of Conduct specified in the catalog. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window: http://www.richlandcollege.edu/conduct/

Safety Policy:
Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

Handheld Devices Policy:
Please turn OFF all electronic devices during class.

Participation Policy:
Course participation is required. Ask questions and be involved with the lesson.

Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

End of Each Class Policy (for face-to-face classes):
When you leave class for the day, please...

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

Attention Continuing Education Students:
To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

The Multimedia Learning Center Department’s Web Sites:
Multimedia
The Multimedia Learning Center is part of the Richland College School of Engineering and Technology. Office: Wichita Hall, WH-101 • Phone: 972-238-6210.

**Student Acknowledgement:**
Please download, read and sign this [Student Acknowledgement](#) and turn it in to your instructor.