COURSE NUMBER: GMD110

COURSE TITLE: Introduction to JavaScript for Unity3D

REQUIRED MATERIALS FOR THIS COURSE:
Students enrolled in GMD110 are required to purchase supplemental materials. Details will be posted on your GMD110 course Blackboard.

I. MAJOR INSTRUCTIONAL GOALS:
At the conclusion of this course, students will be able to:

Goal A: Demonstrate understanding of basic decision theory
1. Understand Probability
2. Understand Motivation
3. Understand Unequal information

Goal B: Students should understand fundamentals of world design
1. Understand what rules have what implications
2. Understand narrative driven mechanics
3. Understand mechanics driven narratives

Goal C: Students should be able to translate their design into concrete experiences
1. Make a game that requires no computer
2. Translate a non computer game into a virtual space
3. Alter an existing game to fit its medium.

II. CLASS PARTICIPATION:
Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.