

Game Design and Development


AGENDA

April 10, 2019 A2 and A3

<p>DO NOW:</p>	<p>Log in to the computer.</p> <ul style="list-style-type: none"> Read agenda at www.mrsoutlandteachingit.weebly.com <p>Log-in to Google Classroom at https://classroom.google.com</p> <p>Log-in to your school email at https://www.fcps.net/domain/8527</p> <p>Be in seat when the bell rings. Silence personal technology</p>
<p>Class Norms</p>	<ol style="list-style-type: none"> 1. Be in class and logged in before class begins. 2. Minimize distractions by silencing phones so work can get done. 3. Use calm indoor voice when working in groups. 4. Create a positive culture; Be CREEK and be kind 5. Pay attention to the speaker. Follow directions by putting phones away. 6. Respect your work area; clean up after yourself. 7. Use good work ethic when working in groups. Do your own work. 8. E-mail Mrs. Outland with questions and to request a hall pass. 9. Use technology as a tool and not a toy. 10. Pay attention to Red or Green sign to know if phones can be used.
<p>Bellwork:</p> <p>Purpose: Game Design as a career.</p>	<p>Google Classroom:</p> <ol style="list-style-type: none"> 1. Game designer description.
<p>Learning Activities:</p>	<p>Today we will:</p>
<p>Note Taking:</p> <ol style="list-style-type: none"> 1. Get your journal from the shelf. 2. Have a writing instrument. 	<p>PowerPoint will be used for discussion.</p> <ol style="list-style-type: none"> 1. Take notes in your journal. 2. Mrs. Outland will collect the journals for a grade.
<p>I am Learning to: <i>Create a basic Microsoft PowerPoint presentation.</i></p> <p>So that I can: <i>Create a presentation for an audience</i></p> <p>I know I have it when: <i>I create a slideshow using PowerPoint with transitions.</i></p> <p><i>Due on Wednesday, April 10 by the end of class.</i></p>	<p>Begin with this Lesson---ADOBE SPARK!</p> <p>Go to https://spark.adobe.com/</p> <p>Title is: My Spring Break.</p> <p>Information to Include:</p> <ul style="list-style-type: none"> • Introduce yourself • Include today's date • Include a title page: MY SPRING BREAK! • Using pictures only, create a 10 to 20 slide presentation about your SPRING BREAK! • NO WORDS, ONLY PICTURES. • What fun things did you do? • Did you go out of town? Where? • How did you travel? Describe your travel. • Where did you stay? How long? • If you stayed at home in Lexington, what did you do? Where did you visit?

	<ul style="list-style-type: none"> • Foods you ate! • People you spent time with and what did you do? • Games played (video, board, Apps). <p>Formatting</p> <ul style="list-style-type: none"> • Choose a theme. • Have a title slide • Use a different transition for each slide. • Have a closing slide that tells the reader you are finished.
Due, Wednesday, April 10.	<p>Photo Editing:</p> <ol style="list-style-type: none"> 1. Use Pixlr to edit a picture. https://pixlr.com/x/ <ol style="list-style-type: none"> a. Use an original photo that you have taken. b. Save the photo as: My Original.lastname.firstname c. Use the picture inside of Pixlr to do the following. <ol style="list-style-type: none"> i. Begin a new project. Name it: My finish photo. ii. Use the cut feature to remove something from the photo. iii. Remove any blemishes or red eye from the photo. iv. Add some element to your photograph. v. Have a closing/ending with credits, citing resources, d.
	<p>Photo Editing: PhotoShop</p> <ol style="list-style-type: none"> 2. Using your phone, or a camera, take a picture of an object outside (weather permitting) 3. Follow the directions to edit the photo.
	<p>Explore Careers as a game artist and sound designer</p> <ol style="list-style-type: none"> 1. Use bls.gov 2. Find information about graphics designers, game artists, and sound designers. Find information about each job: <ol style="list-style-type: none"> a. Salary b. Job duties c. Training/Education d. Employment outlook e. Benefits f. Working conditions

A DAYS	B DAYS
18	18
Late-Missing work deadline: May 15, 2019	

Date	Activity	TIME-PLACE
April 8-12, 2019	<p align="center"><i>It's National Library Week!!</i></p> <p>Overdue Amnesty: This week only! Turn in your overdue books and we won't charge any fines!</p> <p>Daily Prize Drawing: Put your name in the prize drawing box once per day. We will draw two names at the end of the day. Winners will be called to come and claim their prize!</p> <p>TC Community Chain: Add your personalized link to our community paper chain.</p> <p>Stick Together Poster: Help us finish the mystery image by adding a few pieces to the puzzle.</p> 	<p>TCHS MEDIA CENTER</p> <ol style="list-style-type: none"> 1. Between classes. 2. 8:00 a.m. -8:20 3. 3:15-3:30
April 18, 2019	<p align="center">RunJumpDev</p> <p>This month our talk will be with John Meister, who will talk about How to Release Your Game on Console!</p> <p>With new indie developer initiatives, getting your game on the PS4, Xbox One, and Switch is the easiest it has ever been. This talk will cover the steps that are involved in publishing your game to consoles. John Meister of Super Soul will talk about the requirements to apply and become an approved developer for each of the major consoles. He will also cover items to consider when considering self-publishing vs getting a publisher. Finally, he will cover some lessons learned from porting Pig Eat Ball to consoles. John will cover some tips for Unity but the majority of these topics should apply to anyone considering game development.</p>	<p>April Monthly Meeting: John Meister</p> <p>Hosted by RunJumpDev Thursday, April 18, 2019 7:00 PM to 9:00 PM BCTC Newtown Campus 500 Newtown Pike · Lexington, KY Room 105 on the first floor.</p>
April 23, 2019	Club Picture Day	TBA
April 25, 2019	IBIT Trivia Night	TCHS CAFÉ 5:00 P.M. – 7:00 P.M.
April 27, 2019	TCHS Prom	TCHS GYM