

Course: Simulation and Animation Design (10339PB-2016)
Grade level: 10-12
Sources: Mississippi Simulation and Animation Design Teachers

Edutainment Project Teacher Instructions

All student work on the assessment is to be performed during the testing window of February 1 – March 22, 2019. The performance-based assessment (PBA) project is designed to be embedded into normal instruction, meaning that course instructors can guide students through the project during class time. All student products are due to the RCU by 5:00 PM on Friday, March 22, 2019. Instructions for submitting student products can be found in the PBA Manual for Revision Programs at <http://rcu.msstate.edu/Assessment/Performance-Based-Assessment.aspx>.

Essential question: How can simulation and animation design principles support education?

Overview:

Your students will reimagine an educational game to create a new version. For this task, they will write a high concept document, create game audio, and plan for development.

Alignment:

- 21st Century Skills
 - 6 Creativity and Innovation
 - 7 Critical Thinking and Problem Solving
 - 8 Communication and Collaboration
 - 9 Information Literacy
 - 10 Media Literacy
 - 11 ICT Literacy
- College and Career Readiness Standards
 - WHST.11-12.6 Use technology, including the internet, to produce, publish, and update individual or shared writing products in response to ongoing feedback, including new arguments or information.
- CTE Curriculum Unit
 - Aligns to current test blueprint (<https://www.rcu.msstate.edu/Curriculum/ArtsAudioVideoTechnologyandCommunications.aspx?tag=Simulation>).

Time requirements

4-6 weeks in class

Materials and resources

- Computers
- Microphones
- Reference materials such as textbooks, class notes, and the internet
- Graphic organizers of teacher's choice for game development plan

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Student Instructions

Essential question: How can simulation and animation design principles support education?

Overview:

You are an independent game developer who is submitting a proposal for a new version of an educational game that stays true to the original gameplay while branching out into new territory.

Part 1.

- A. Choose an educational game. Become familiar with the game by playing it. Determine how you would like to modify the game for a new version, matching the company's vision and target audience. Plan for how you will use your time to accomplish this task.
- B. Create a high concept document detailing your idea. Use the **High Concept Document template** attached.
- C. Include concept art (**choose one**: level design, user interface, or other artwork of your choosing).

Part 2.

- A. Provide a short description for each of the following:
 - player movement (gameplay)
 - victory / loss condition
 - management of health / lives
- B. Select two elements from the list in part 2A and provide logical pseudocode for both using correct syntax (loops, variables, conditions, if/else logic, etc.).

Part 3.

Create or compose a digital sound effect for your game. Provide:

- a description of the audio you created that explains the process you used and how it supports the creative vision for the game
- a screenshot of the waveform in the audio editor
- citations for any outside sources used
- an mp3

Part 4.

- A. Assume you will develop this new version in a six-month timeframe. Describe the development team you would assemble including the roles and responsibilities needed for development.
- B. Write a plan for developing this game in a six-month timeframe including the phases of development. Use a graphic organizer to visualize the development plan.

Part 5.

Save all your written materials in a single document. Convert the document to a PDF, and name it as your MSIS ID, last name, and first name (ex. 000123456 Smith John). Save your audio file in the .mp3 format, and give it the same name as your written document.

High Concept Template

Game Title:

High concept (short phrase/attention-getter; one or two sentences that give the essence of the game)

Premise/story synopsis (fuller background story; who is the protagonist/player-character?; what is the motivation?; what is the goal?)

Unique selling points (at least 3 features that are *unique* to the game. These are things that make your game different from other similar, competing games.)

Game features (point of view, mechanics, style, hours of gameplay, etc. Typically things you would see on the back of the box to help market it to specific audience.)

Genre (which type(s)? This helps define your target audience.)

Target Audience (who will play it and why? Explain, providing supporting evidence.)

Marketing (What marketing tools would you use? How will these tools help to market your product to the intended audience?)