

COURSE INFORMATION

Title and Course #	Gaming: An Introduction / COMSC 110-6933
Department:	Computer Science
Number of Units	3
Semester	Spring 2016
Lecture	Wednesday: 3:00 – 5:50 PM Lab: Wednesday: 5:50 – 6:50 PM

INSTRUCTOR INFORMATION

Instructor	Karen Stanton
Office	Room CO2-200
Office Hour	Wednesday: 2:00 – 3:00 PM
Phone	(925) 473-7788
Instructor e-mail	kstanton@losmedanos.edu
Where to find me	You can find me in the Drop-in Lab on Wednesday afternoons prior to class. Come see me if you need assistance or have questions.

INTRODUCTION

Welcome to class! *COMSC 110 – Gaming: An Introduction* introduces you to electronic game development. This course presents a survey of topic areas involved in the development of electronic games for microcomputers and game consoles. Topics include computer animation, with an overview of character modeling and rendering, animation, illustrations, and storyboarding. Also included is game design with an overview of gaming structures, design fundamentals, and programming options.



This full semester course, meets for 3 lecture hours per week with mandatory attendance for all classes. Lab follows the class and will be conducted in the Drop-in lab. The Drop-in lab is located on the second level of the CORE building, room CO-200.

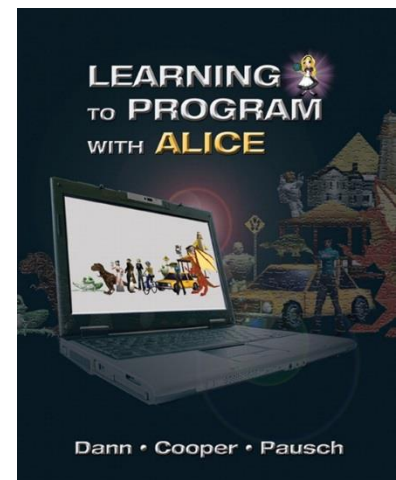
TEXTBOOK AND SUPPLIES (REQUIRED)

Textbooks and flash drives are available at the LMC bookstore.

Textbook: Learning to Program with Alice, 3rd edition
Dann, Cooper & Pausch
ISBN-13: 978-0-13-212247-4
LMC Bookstore price: \$107.00
Amazon prices: Rent: 15.51, Used: \$30.54, New: \$73.19
<http://www.amazon.com/> (do a search by ISBN #)

Software: ALICE version 2.4.3.
Download current version from <http://www.alice.org/>.

Storage: One USB flash drive, minimum of 1 GB



Other materials will be distributed by instructor.

BOOKSTORE HOURS

It is highly recommended that you purchase your books from the LMC bookstore or online from the Cengage website to ensure you have the correct materials for class. The bookstore hours are below:

Regular Store Hours (Jan 4 – 21 and Feb 1 – May 27)

Monday – Thursday 7:45 am-7:00 pm

Friday 7:45 am-3:00 pm

Extended Store Hours (January 22nd – 29th)

Monday – Thursday 7:45 am-8:00 pm

Friday 7:45 am-4:00 pm

Saturday (1/23 only) 10:00 am – 1:00 pm

**** Visit www.lmcbookstore.net for more information ****

- The bookstore accepts Cash, Visa & MasterCard only.
- Textbook Rentals, refunds, and exchanges available only at LMC Bookstore in Pittsburg.
- For refunds, books must be in original condition and you must have current semester's receipt.

COURSE OBJECTIVES

This course is about designing games. During the semester we will cover:

- The history of games
- Types of games
- What makes a game worth playing
- The process of designing games
- Storytelling/storyboarding
- Job opportunities in the computer game industry.
- Learning to program with ALICE

TRANSFER / CERTIFICATION INFORMATION

COMSC 110 transfers to both California State University (CSU), and University of California (UC) systems. This course can also be used towards the *Computer Applications Specialist* Certificate of Achievement and the *Game Design* College Skills Certificate.

Course requirements vary from one school to the next, so it's important that you seek the advice of a counselor. Your counselor can help you to develop an educational plan, or to acquire additional information about the school you wish to transfer to.

FOR CTE MAJORS

Los Medanos College is partnering with community colleges from around the state to assess the effectiveness of our Career Technical Education (CTE) programs. We are participating in a study that will gather student perspectives on issues such as whether students became employed within their field of study, if their community college coursework positively affected their earning potential and how CTE programs can be improved.

Sometime following the completion of your studies at LMC (at least one full year) you will receive a survey by email, US mail and/or telephone. Completing the survey will greatly benefit the mission of the college as it relates to workforce development. Your participation will support the college's goal to deliver high-quality and effective educational programs to our community.

COURSE PREREQUISITES / ADVISORY

Prerequisites and advisories are important. For this course, students should have completed COMSC 040 – Introduction to Computers. If you have not had this class, you should have the following skills:

1. Be open to new ideas and topics
2. Have basic computer skills and know how to use a web browser
3. Not be afraid to learn new software applications
4. Have an interest in video games.

COURSE REQUIREMENTS

This class meets in room CO-103 on Wednesday afternoon's beginning promptly at 3:00 pm.

Students are expected to come to each class prepared to work and take part in the day's discussions. Make sure you bring your textbook, notes and a binder or notebook to hold all completed assignments and projects to each class. For your convenience, these items may be purchased at the LMC bookstore or a store of your choice.

In addition to attending class, you will be required to complete hands-on computer assignments each week. Homework may be completed in the Drop-in Lab, or on any computer loaded with the ALICE programming language. ALICE is available for both the Mac and the PC. NOTE: If you are using a Mac, it will be your responsibility to make sure your homework files can be opened on a PC. If I cannot open your files, you will not get credit for the assignment.

LAB REQUIREMENTS

The lab portion of this class is held in the Drop-in lab on Wednesday evenings from 6:00 to 6:50 PM. The lab is located on the second level of the CORE building, room CO2-200 (directly above our classroom). The lab portion of the class is mandatory.

IN-CLASS EXERCISES & HOMEWORK ASSIGNMENTS

Students with basic computer skills can expect to spend 1-2 hours per day on the homework assignments. The homework assignments combine hands-on lab tutorials and written exercises from the textbook. Class and lab time will be allocated for in-class assignments. Expect an in-class assignment each week.

All students are expected to do their own homework. Joint assignments - unless specifically assigned - will not be accepted. **Duplicated or plagiarized assignments will earn 0 points for all participants.** Homework should be clearly labeled with the student's name and the assignment information (i.e. Chapter 1, Exercise 3.)

Types of Assignments

Types of Assignment	Description	Points you can earn
In-class exercises	These assignments will have you designing games such as board games, 2D, 3D, and card games, researching jobs, game companies, required education, etc.	10-30 points depending on the assignment.
End-of-chapter exercises	These exercises teach you how to program using ALICE.	10 points each
Research paper	You will write a short research paper on a gaming topic.	50 points
Midterm	Let's see how much you know about ALICE.	50 points
Final project	The final project will be a group effort. Instructions will be given later in the semester.	50 points

COURSE RESOURCES

The following resources are available for you to succeed in this class:

- **Drop-in lab**, located in room CO2-200 (second level of the CORE building). The computers in this lab are installed with the software you need to complete this course. The computer lab is operated on a space available basis (first come, first served) and printing is at the student's expense. Print cards will cost 50 cents, with 25 cents automatically applied to the card at the time of purchase. The print card can be used campus-wide for printing purposes.

The lab hours are below:

Fall & Spring hours

Monday – Thursday: 8 AM to 9:45 PM

Friday: 8 AM – 1 PM

Closed weekends and holidays.

Refer to the "Computer Use Policy" below.

- **The Core:** Center for Academic Support is a great resource. Make an appointment with a faculty consultant for expert help with any type of writing assignment, tough reading, or any other challenging work. Or drop in to see a student tutor; there are well-trained tutors specializing in a wide variety of subjects. The Core is on the 3rd level of the main campus in the center building (room CO3-300). Call (925) 473-7590 or stop by to make an appointment or get more information.

- **Websites:**

Desire2Learn (D2L) (<https://desire2learn.4cd.edu>): You will find this syllabus, your assignments, and additional information needed to succeed in this class.

Alice.org is where you can download Alice, view the Alice knowledge forums, and review additional resources. For this class, we are using **version 2.4.3**.

ATTENDANCE POLICIES

Students are expected to be punctual and attend all class meetings. Any student that is unable to attend class should call or email me. Refer to the first page of this syllabus for my contact information.

From the LMC Schedule of Classes: "Students may be dropped by the instructor for failure to attend class in the following circumstances:

- Failure to attend the first class meeting.
- Absence from two consecutive weeks of instruction.
- At any point when it is concluded that absences have irretrievably affected the student's progress in his/her coursework..."

Important Dates

Grade Type:	Student Choice
Last Date to Add:	2/4/16
Last Date to Drop with no 'W':	2/7/16
Last Date to Drop with 'W':	4/29/16

Remember: It is the student's responsibility to drop the class.

GRADING POLICIES

Assignments are due at the beginning of class each week. Once a new chapter is started, students will have one additional week to turn in the assignments for the prior chapter. You are encouraged to keep all homework assignments and projects in your notebook. Do not throw away anything until you have received your final grade for the class. Grades for the course will be calculated on percentage of total points earned:

Possible Grade	Percentage
A =	90 – 100%
B =	80 – 89%
C =	70 – 79%
D =	60 – 69%
F =	0 – 59%

ACADEMIC HONESTY

This is a college level course. All work must be entirely your own. Any work from any outside source must be properly documented. For those who have not encountered the term before, plagiarism is passing off someone else's work as your own. This applies to both assignments and tests. If in my judgment you have plagiarized or otherwise cheated on an assignment or test, you will be given a zero on that assignment or test. You will also be referred to the Dean of Student Affairs for possible disciplinary action as per the college's Student Code of Conduct. You can download a copy of the Student Code of Conduct at <http://www.losmedanos.edu/student-services/PDFs/studentcc.pdf>.

USING THE COMPUTER LAB / STUDENT TRACKING SYSTEM

All students are encouraged to use the computer lab located in room CO2-200 when completing homework assignments. In order to use the computers, all students must log in using their Student ID. Follow the steps below to log in to the lab:

1. Locate the computer that has the "Log in HERE" sign. The computer is located near the entrance / exit doors.
2. Enter your 7-digit Student ID number then click on the button that represents the class you are completing homework for. This will log you into the Student Tracking System. You can now sit at another computer and work on your homework assignments.
3. When you are finished, return to the log-in computer and re-enter your Student ID number. You will be logged out and a time grid will be displayed showing the total number of minutes you have completed.

COMPUTER USE POLICY

Los Medanos College provides computers and networking resources to the students, faculty, and staff. As a student in this course, you are encouraged to use the computers in the Drop-in Lab, located on the second level of the CORE building, room CO2-200.

Users are required to

- act responsibly
- respect the rights of others
- not abuse the equipment / resources provided

Computers can be used to:

- complete LMC-assigned homework assignments
- research assigned topics
- read/send email
- engage in D2L activities

Computers are NOT to be used to:

- surf sexually explicit/gambling websites
- attempt unauthorized access to any system (hacking)
- disrupt or unauthorized monitoring of network traffic
- create viruses or intentionally spreading viruses
- install un-licensed software

- create, distribute or print personal materials
- harass someone

Lab Access and Usage:

1. Priority use is for LMC-related coursework and college-related business.
2. Public usage of computers is limited to those in the Information Commons area in the Library.
3. Currently enrolled students are eligible to use all computer labs on campus. Proof of LMC ID will be required.
4. Sign-in and sign-out are required when using the lab.
5. There is a 2-hour time limit when others are waiting. An unattended computer station for more than 10 minutes will be re-assigned.
6. Lab equipment should be used with proper care. Damage or misuse of the lab equipment in any manner will result in penalties and/or disciplinary actions.
7. Check with the lab calendar or bulletin board for special notices. Labs may be closed during certain times for tests, lab maintenance or seminars.
8. No food or beverage is allowed inside the lab at any time.
9. Minor children who are not LMC students, accompanied or unaccompanied, are not permitted in the computer labs.
10. Please be respectful of other students using the lab. Keep noise to a minimum and no talking on cell phones.
11. Loud, disruptive, and/or abusive behavior on the part of the student will result in progressive disciplinary action including revocation or suspension of computer access privilege in the affected lab.

Lab Help

Lab staff is available for general guidance in computer usage.

Software Usage

1. Software provided by LMC can only be used in the lab. Copying, deleting or modifying the software/computer setup is strictly prohibited.
2. All documents must be saved onto your own removable media. You are responsible for the files on your own storage media.

About this policy

This policy is intended to ensure that the college resources are being used for their intended purposes.

GETTING HELP

There is a lot of homework in this class so it is extremely important to complete the assignments on time so that you do not get behind. Getting help early will cut down on your frustration level. I encourage you to come to the Drop-in Lab for assistance --- or email your questions to me at kstanton@losmedanos.edu.

ACCOMMODATIONS

Students with documented learning and/or physical disabilities may receive reasonable classroom and/or testing accommodations. Please make these arrangements with me at the beginning of the course or as soon as possible after documentation has been determined. Last minute requests may not be determined "reasonable".

ABOUT AUDITING / SIT-INS

Audits and/or sit-ins are not allowed at any of the campuses that make up the Contra Costa Community College District. All students who are attending class must be enrolled. Children or teenagers not enrolled at LMC may not attend class or use the computer labs with their parent /guardian who is enrolled.

DESIRE2LEARN (D2L)

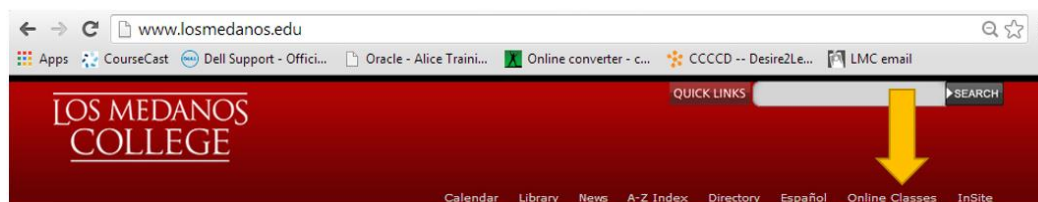
D2L is used in this class to allow you to

- Download course materials (syllabus, assignments, files, etc.)
- Upload assignments to your instructor using the Digital Dropbox
- View your grades
- Send emails to your instructor

TO ACCESS THE COMSC 110 D2L CLASSROOM

You can access D2L by going to <https://desire2learn.4cd.edu/>, or by way of the LMC website. The instructions for accessing your classroom are as follows:

1. Using a web browser, go to www.losmedanos.edu<<http://www.losmedanos.edu>>
2. Locate, then click the "Online Classes", located in the red banner at the top of the page.



3. Locate, then click the "Desire2Learn" button.



- The Login page for D2L will be displayed.

USERNAME

PASSWORD

Passwords are case sensitive.

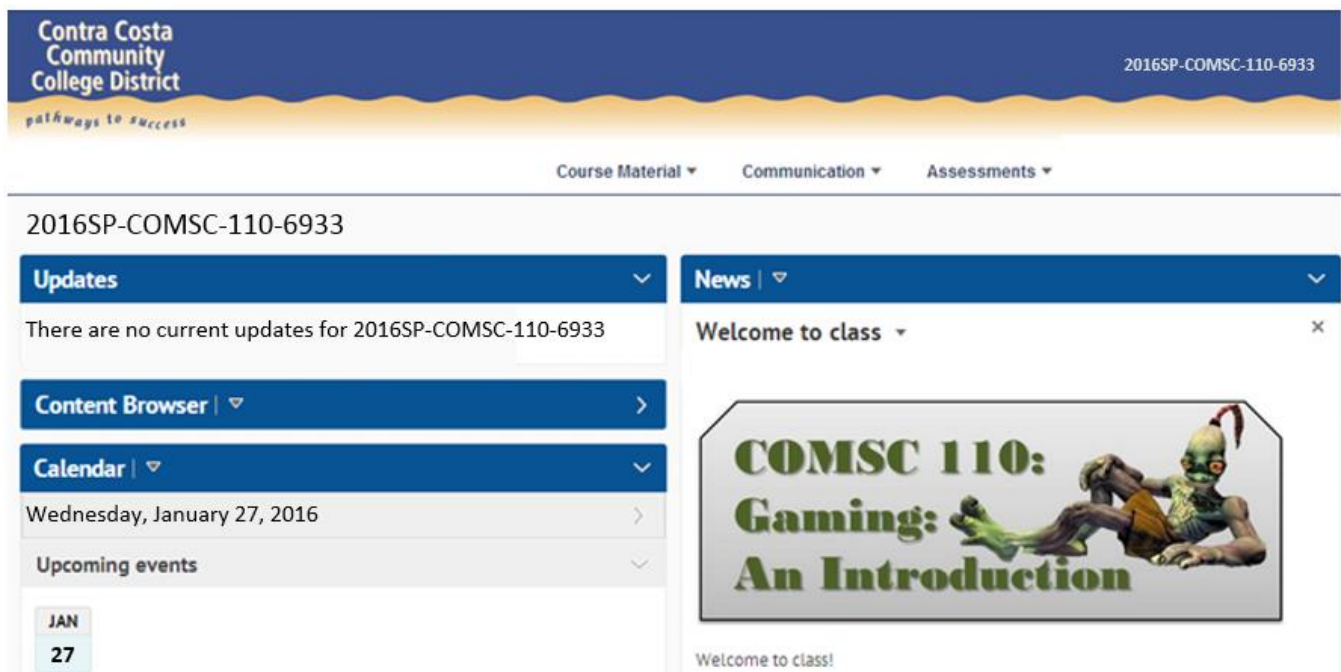
[Login](#) [Forgot your password?](#)

Enter your Username. In most cases, your username is made up from the first initial of your first name, your full last name, and the last 3 digits of your Student ID. Your D2L username is the same as your InSite username.

Example: qteal123

- Enter your Password. This is the same password you use to access the InSite portal.
- Click on the "Login" button.
- You should now be in Desire2Learn (D2L).
- Locate then click the link for your online class (i.e. COMSC-110-6933-2016SP)

You should now be at the main page of our classroom as shown in the figure below:



YOUR FIRST ASSIGNMENT

Your first D2L assignment is to log into D2L and update your User Profile with your picture, then update your account settings with the email address you want D2L to forward your emails to. The instructions are as follows:

To add or change your picture:

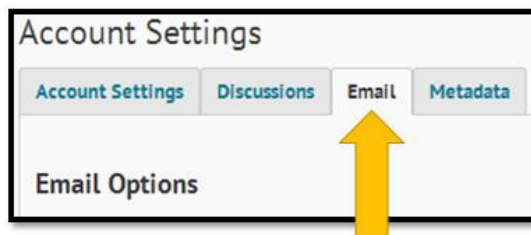
1. Locate then click your name at the top-right corner of the D2L window.



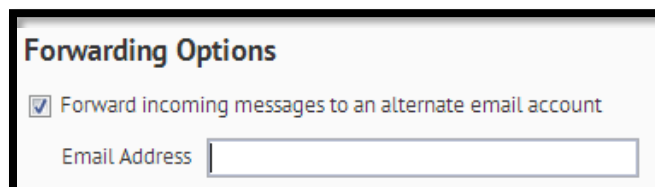
2. When the menu is displayed, click on **Profile**.
3. To insert a picture into your profile, click the **Change Picture** button. Browse to where your picture is, then click **Upload**.
4. When the picture is uploaded, click the **Add** button. Your picture should be displayed.
5. Scroll down to the bottom and click **Save and Close**.

To view or change Forwarding Email Options:

1. Locate then click your name at the right-top corner of the D2L window.
2. Click on **Account Settings**.
3. Click the **Email** tab.



4. Scroll down the page and locate the **Forwarding Options**. Place a check in the “**Forward incoming messages...**” box, then enter the email address you want to forward any incoming messages to, such as your personal email address.



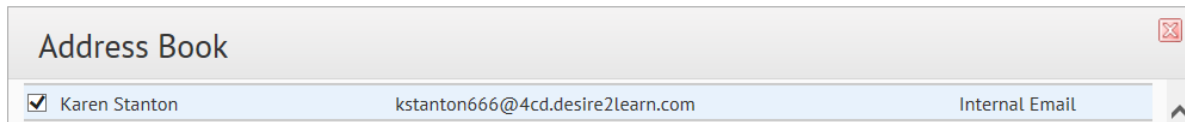
5. Scroll down to the bottom and click **Save and Close**.

To send an email using D2L

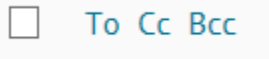
1. Locate then click Communication. When the menu is displayed, click Email.



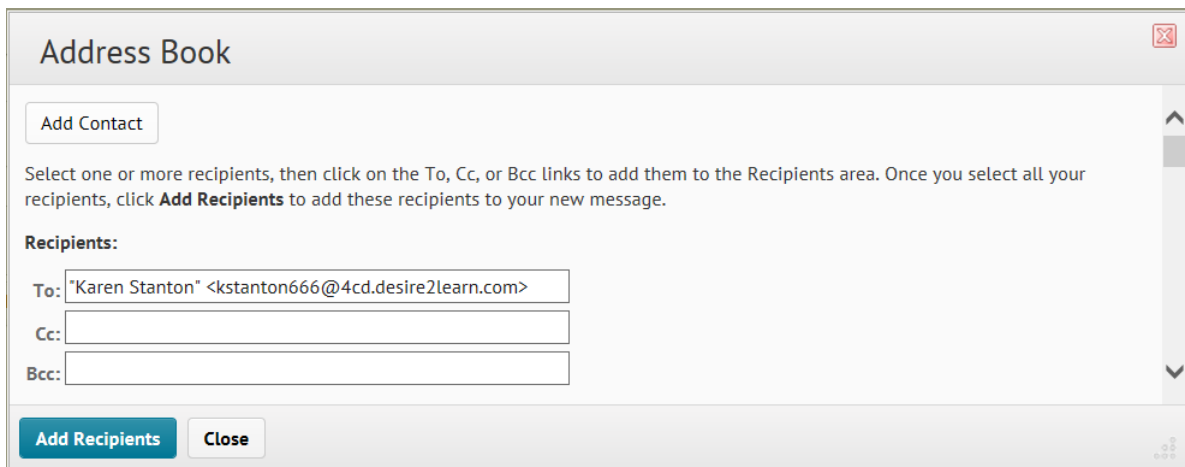
2. When the Inbox is displayed, click the **Compose** button.
3. When the Compose New Message window is displayed, click the Address Book. Scroll down, then place a check in the box next to my name.



4. Scroll up or down, then click the **“To”** link.



This will place my information into the “To” section of your message as shown in the figure below:



5. Click the **Add Recipients** button to return to the Compose New Message window. Enter the subject line “COMSC 110-6933 – D2L Assignment”, then enter a short note into the body of the email. Make sure to include your first and last name at the bottom of the email.
6. Click the **Send** button when you are finished typing the message. You and I will both receive a copy of this email.
7. If you are finished using D2L, click your name (at the top of the window), then click **Logout**.

