

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 23, 2018. The 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 23, 2018. Instructions for submitting student products can be found in the PBA Manual for Revision Programs (<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, design a new protagonist, create game audio, and plan for development.

Alignment:

- 21st Century Skills
 - 6-11
- 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.

Time requirements

4-6 weeks in class

Materials and resources

Computers

Microphones

Reference materials such as textbooks, class notes, and the internet

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Edutainment Project 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 themed version of an educational game that stays true to the original gameplay while branching out into new territory. The new version will be written in C++ and is intended to be a Windows application.

Part 1.

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. Plan for how you will use your time to accomplish this task. Then, create a high concept document detailing your idea. Use the High Concept Document template, attached.

Part 2.

Describe one of the following in pseudocode: victory / loss condition, management of health / lives, actions and player control, or player movement.

Part 3.

In addition to what you have created, you will need to develop a new protagonist for the chosen game, matching the company's vision and target audience. Please describe the following attributes:

- Name of character
- Type (class, archetype, etc.)
- Personality characteristics
- Physical characteristics
- Action/movement
- Skill
- Verbal characteristics
- Historical background
- Relevance to game story synopsis

Include a sketch of the new protagonist. You can sketch on paper or use the computer to create an illustration.

Part 4.

Create an original audio clip for your newly created protagonist. Provide a description of the audio you created that explains how it will be used.

Part 5.

Write a plan for developing this game. Include which roles are needed for development, and describe what your role will be.

Part 6.

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 (features that are *unique* to the game, at least 3. 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 who your target audience is)

Target Audience (who will buy it?)