

PBL Gamer 2000 Outline: This is for You and Your Parents!

Assignment and Day Assigned in Class:	Due Date:
<p>Part I: <u>Reflection Journal</u> (+7 of the 14 days require entry; Indiv. Work / IW) Assigned: T2D3</p> <p>= 15 pts ea; total = 105 pts</p>	<p>Draft: T2D14 (also ongoing)</p> <p>Final: T2D17</p>
<p>Part IIA: <u>Interview a Game Designer, & reflect on the experience!</u> (IW) Assigned: T2D4</p> <p>OR</p> <p>Part IIB: <u>Visit Two Gaming Night Groups, & share your experience!</u> (IW)</p> <p>= 80 pts (50 pts EC if you do BOTH)</p>	<p>Draft: T2D9</p> <p>Final: T2D12</p>
<p>Part III: <u>Working in Game Design: A Case Study</u> (Group Work / GW) Assigned: T2D6</p> <p>You and an assigned group (different from Part V) will be creating a game based on criteria given to you by your “boss”, Mr. Wright. You will have roughly a week to finish the task; good luck!</p> <p>= 100 pts</p>	<p>Draft: T2D8</p> <p>Final: T210</p>
<p>Part IV: <u>Commission an artist for Concept Art</u> (GW) Assigned: T2D8</p> <p>You’ll have the chance to work with Mr. Pontious’ Advanced Art Class to create some awesome concept art for your game! They get class credit too, so <u>take advantage and use this free resource!</u></p> <p>= 50 pts</p>	<p>Draft: T2D14</p> <p>Final: T2D17</p>
<p>Part V: <u>Game Design: Final Project</u> (GW) Assigned: T2D11</p> <p>This is it folks; your training and practice have led you to this <u>very moment</u>: now, you will get together with 1-2 other students and create your <u>very own game</u>. This time, <u>you</u> get to decide the genre, the theme, the style, etc. Good luck!</p> <p>= 100 pts</p>	<p>Draft: T2D14</p> <p>Final: T2D17</p>
<p>PBL Culmination: <u>Game Night Presentation</u> (IW) Assigned: T2D14</p> <p>This Tuesday evening, we’ll bring our games, and have fun playing the various games that you and your students have created! Should be a blast, and we hope to see all of you there!</p> <p>= 50 pts</p>	<p>Final Present Day: Tuesday, Dec. 17th 6-8 PM</p>