

# Design and Technology Academy (DATA)

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## Independent Studies in Technology Applications

eSports  
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### Course Syllabus 2019 - 2020

#### COURSE DESCRIPTION:

In this course students will learn the concepts of eSports through analyzing the history of video games up through the development of modern on-line video games used in eSports. The first semester will be made up of classroom lead instruction and projects. The 2<sup>nd</sup> semester will be projects designed by each student to further their knowledge in area of their own interest. The final project of the year will be a paper containing their research and analysis of their area of study. The first project of the year will be making a video game using Unreal Engine. Students will not be required to use this program outside of class, but if they want to have access to Unreal Engine 4 for further practice, it is a free download for students at this site:

Unreal Engine: (<https://www.unrealengine.com/en-US/>)

Unreal Engine 4 is a video game engine used to create some of the video games out today. We will use some on-line tutorials to make some games and to learn the process of making video games. It is NOT a requirement to have a computer or download this software at home. All computer work can be completed at school in the D24 computer lab, but if your student wants to practice and learn more about creating video games, then this is a good place to start.

There will also be other assignments and group work related to eSports and video games throughout the year that will be completed outside of the classroom.

## Core Learning Goals:

1. **The student will learn the history of video games and eSports.**
2. **The student will learn what goes into making a video game to include some of the many jobs in the video game field.**
3. **The student will learn how to design a project concept, how to conduct research, and how to analyze the research data.**
4. **The student will learn how write an analysis paper and how to present the information.**

## Classroom Rules:

1. Be on time to class
2. Be ready for class
3. Be respectful to everyone's
  - a. Ideas
  - b. Time
  - c. Space
  - d. Things
4. Turn work in on time
  - a. Projects in this class take practice and time
  - b. When you are in my class, you only work on assignments for my class
  - c. If you are "done early", refine your project and make it better. Practice makes your work better.

## Classroom Procedures:

1. Walk in and immediately take your seat. If we are working on projects, get started immediately. We only have 50 minutes a day to accomplish what animators in the business accomplish using many hours a day over weeks and months. We do not have time to waste.
2. All class work will be assigned through Microsoft Teams. I will add students to Teams which will send a link to their student emails. Students will have access to Teams and OneNote Class Notebook at school on school computers. They will also have access to Teams and OneNote Class Notebook and other Microsoft Office 365 programs online from any other computer, tablet, or smartphone by signing in to Office 365 with their student login email address and password. Here is the link to [Office 365](#). We will go over Teams and OneNote Class Notebook in class to make sure everyone can sign in, understands how to use Teams, and understands the expectations. After that, check Teams daily for assignments, updates, new material, tips, and links.
  - a. **Parents:** Please make sure to provide your email address to me on the form below so I can invite you to Teams. This will enable you to log in and see what your student is doing in our class and to follow along with our projects, schedules, and assignments.

3. Follow the classroom rules while in my class. They are not negotiable. I will communicate with parents regularly and I am available to answer questions at any time in class. Outside of class or for parents, the best way to contact me with questions is through my email address, [pfritz@neisd.net](mailto:pfritz@neisd.net).

### **Absence Procedure:**

1. If you are absent, it is expected that you will make up the time you missed to complete your project. By missing a day or more, you have missed time that cannot be made up in class. The due date will not be pushed back because that will put you further behind the rest of the class. The only way to make up the time is to come in before school, after school, or work out a time with me during school hours that you can make up the time.
2. Late work is subject to point deductions from the final grade of the assignment.

### **Tardy Procedure:**

1. Do not walk into class late and announce yourself or interrupt class. Place your pass on my desk, go sit down and get to work.
2. If you walk into class tardy without a valid pass, you will be marked as late. Tardiness is also a loss of time, which you will need to make up.

### **Hall Pass Procedure:**

1. No hall passes will be issued during the first 10 minutes, or the last 10 minutes of the class period.
2. No hall pass will be issued during the instructional period (when teacher is explaining the class work procedures for the class period).
3. Students are not allowed to walk out of class without a hall pass or teacher permission.

### **Small Group Procedure:**

1. When an assignment requires group work, you will receive instructions on the assignment first.
2. Group assignments are a two part grade: One part is based upon your individual group participation and involvement. The second part is based upon the completed work.
3. All individuals in the group must have a valid role in the group process. No role, no grade.
4. Group members will be assigned by the Teacher.

### **Classroom Expectations:**

1. Come to class prepared every day and be in your seat when the bell rings.
2. Raise your hand when you want to speak or to get out of your chair.
3. Absolutely no eating, drinking, or chewing gum in the classroom. Water bottles with a lid is ok.
4. Show respect for others and yourself at all times.
5. Follow all classroom policies in addition to the rules of the Student Behavior Code of Conduct.
6. Do not make or receive phone calls, write or receive texts, watch videos, snapchat, Facebook, or any other form of social media, and distraction while in class. Failure to follow this rule will require you to place your phone on my desk during each class period.
7. The use of devices to listen to music while working is allowed, but earbuds or headphones must be used. Not everybody in class will want to hear your style of music.
8. Do not have earbuds or headphones over your ears while I am giving instruction. I will revoke your music listening privileges for the rest of the class. If it is a reoccurring issue, you will not be allowed to use your device in class.
9. The charging of Electronic Devices using the classroom electrical outlets is allowed, but do not unplug any computers or other classroom devices to gain access to an outlet.
10. The computers in class are not meant for your use of social media or watching the latest YouTube video. Yes, we will be using YouTube and some other media for instruction, but those are the only authorized uses on those sites. You will only use the computers for their intended class purposes.

### **Consequences for Not Following Classroom Expectations (including tardiness):**

1. 1<sup>st</sup> infraction: You will receive a verbal warning.
2. 2<sup>nd</sup> infraction: Conference with teacher.
3. 3<sup>rd</sup> infraction: Conference with teacher and a phone call to Parent or Guardian.

### Late Work Policy:

- Late assignments will be accepted, but with a 5-point deduction for each day it is late up to a total of 20% of the total grade. Example: If an assignment is worth 100 points and it is turned in 4 days late, 20 points will be deducted and the most that can be earned is 80 points. The assignment will then be graded according to the rubric. It is still in the student's best interest to turn in any late assignment than not to turn it in at all. Any grade earned is better than 0%.
- Extenuating circumstances will be considered with a phone call or email from the parent or guardian for late assignments.
- It is your responsibility to turn in all work on the assigned due date.

### REQUIRED MATERIALS FOR CLASS:

- My intent is to have as much of the class online in Teams and OneNote Class Notebook. However, some paper will be needed to take notes, make sketches, develop ideas, concepts, and to storyboard. - Students should have a notebook of their choosing that allows them to do this. There are tablets and other touch screen devices that will work for this as well and are an acceptable option, but they are **NOT required**. If your student prefers to use digital notes and drawing, each computer has a Wacom tablet to support this option.
- A pencil with an eraser is required for sketching ideas and concepts. The process of sketching ideas and story boarding is usually done in pencil and then inked in and the pencil lines are erased for the final copy. This is not a drawing class, but if students wish to follow this process, then they will need pens for this as well. **Only the pencil and eraser are required.**
- Spiral notebook, Loose-leaf paper, or Sketchbook.
- All work will be required to be backed up. Saving work on a computer as the only copy is not a good idea. We have issues from time to time on our computers and students have lost work as a result. Students can save their work on OneDrive, Google Drive, a Flash Drive, or some other form of a portable hard drive or cloud backup. Remember, save your work, back it up, and do this often. Our projects take many hours to complete and losing your work will require you to redo it all. Losing your work is **NOT** an acceptable excuse for turning it in late.

**Grading Policy:** The grades in my class are weighted using this scale.

• Projects	40%
• Exams	15%
• Quizzes	20%
• Homework	15%
• <u>Notes</u>	<u>10%</u>
Total	100%

## Signature Page

Please sign where indicated and return to me in class.

I understand the requirements of this course and will put forth every effort to achieve success. I understand that it is my responsibility to ask for feedback and assistance and request makeup work when necessary.

\*Student's Name (Print): \_\_\_\_\_

\*Student's Signature: \_\_\_\_\_

I have read and discussed the syllabus and grading policy with my student.

\*Parent's / Guardian's Name (Print): \_\_\_\_\_

\*Parent's / Guardian's Signature: \_\_\_\_\_

Parent's / Guardian's – Please give at least one method of contact. Email will also be used to provide access to Microsoft Teams to view student work.

\*Name: \_\_\_\_\_

Phone Number: (H) \_\_\_\_\_

Phone Number: (C) \_\_\_\_\_

\*Email Address: \_\_\_\_\_

Additional Parent's / Guardian's - Please give at least one method of contact.

Name: \_\_\_\_\_

Phone Number: (H) \_\_\_\_\_

Phone Number: (C) \_\_\_\_\_

Email Address: \_\_\_\_\_

**\*Required Information**

# IS Tech Apps

## Lesson Calendar – 1<sup>st</sup> Semester

### **Week 1: 19 – 23 August**

Introduction to class concepts and expectations

Microsoft Teams and OneNote – What it is and how we will use it

Video Game History

The rise of eSports

### **Week 2: 26 – 30 August**

Pick a video game to research

Introduction to Unreal Engine 4

Let's learn how to make a game

### **Week 3: 3 – 6 September**

Present your game research

Turn in your research paper

Continue creating your game in Unreal

### **Week 4: 9 – 13 September**

Continue creating your game

Let's look at VR and play a few games

**Week 5: 16 – 20 September**

Who made what? Pick a game designer and research them

Continue working on your game in Unreal

**Week 6: 23 – 27 September**

Present your game designer research

Turn in your research paper

Continue working on your game in Unreal

**Week 7: 30 September – 4 October**

Continue working on your game in Unreal

A little game play break

**Week 8: 7 – 11 October**

Continue working on your game in Unreal

Research 2 game creator positions

**Week 9: 14 – 18 October**

Continue working on your game in Unreal

Present your game creator positions

Turn in your research paper

**Week 10: 21 – 25 October**

Continue working on your game in Unreal



**Week 11: 28 October – 1 November**

Continue working on your game in Unreal

**Week 12: 4 – 8 November**

Finishing up working on your game in Unreal

**Week 13: 11 – 15 November**

STEAM Carnival week madness – Finish up your game and prepare to demo it at the STEAM Carnival

**Week 14: 18 – 22 November**

Play each other's games and give feedback

Identify 3 different game genre and research them

**Week 15: 25 – 29 November**

Thanksgiving Holiday!

**Week 16: 2 – 6 December**

Present your game genre research

Turn in your research paper

**Week 17: 9 – 13 December**

Game play

Finals review starts

**Week 18: 16 – 20 December**

Final Review

Finals

**December 21 - January 5<sup>th</sup> Winter Break!!**